# What Lies Unseen

## Volume 1 - A Time of Sword and Axe

1st Edition

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# Introduction

Welcome to What Lies Unseen - Volume 1 - A Time of Sword and Axe. This document serves as our best attempt to present the originally planned quests of The Witcher 3: Wild Hunt. For those who are not aware, The Witcher 3 underwent many story revisions during its several year development cycle. One of which was a very fundamental rewrite occurring around early 2014.

**This is Volume 1, dubbed A Time of Sword and Axe**. Described in the following sections are summaries of all main quests and side quests that were written between 2012 and early 2013 by CD Projekt RED. It will not discuss details from the revised story in late 2013 or the more recent story revision in 2014. Those and other details will be discussed in **Volume 2 and Volume 3**.

# Disclaimer

While we have been thorough with our examination of The Witcher 3's cut content we must preface that these summaries are not derived from any design documents and are only approximations based on written dialogue, journal entries and other leaked information, information that can at times be incomplete or otherwise confusing. As such, these summaries should not be taken as an accurate representation of CD Projekt REDs vision at the time.

With that being said, we hope that you enjoy it.

Sincerely,
**Glassfish, Ferroxius, Moonknight, Crygreg**

# Preamble

The Witcher 3 was conceptualised around 2008 after the release of The Witcher 1. No major work was done at this point as CD Projekt RED were focusing their efforts on The Witcher 2 but were developing frameworks and the REDEngine to eventually be used in The Witcher 3. The game entered pre-production in 2011 not long after the release of The Witcher 2. For about a year a small team would prototype and test ideas while CD Projekt REDs main workforce were working on The Witcher 2: Enhanced Edition. In 2012 The Witcher 3 entered full production under the subtitle **A Time of Sword and Axe**.

Described below is a reconstruction of the story in 2012 delivered by CD Projekt REDs team of writers and quest designers. It is noted to be incredibly long at an approximated 150 hours to complete the main story (This makes it potentially the longest video game story ever written, topping the ~120 hour runtime of 2020s Library of Ruina).

It should be noted however that while the amount of dialogue in the quests are vast, the quests themselves were likely in an incomplete state, containing placeholders and existing as isolated quests at this point in development (Especially due to the difficulties CD Projekt RED were facing with creating the open world). It is impossible therefore to know how complete this version of the game truly was and if it was even playable from beginning to end.

Finally, we must reiterate that because of the early nature of these quests, the data is messy to extract from meaning the quests can be subject to inconsistencies, plot holes and other narrative problems. We have done our best to present a generally consistent storyline but it should be kept in mind that it is an approximation. The only case in which we have personally altered data is in grammar and name consistency.

***The earliest known image from the game showing Ard Skellig and the original title***

## The History of Witcher 3 Cut Content Discovery

While there has been an interest in the cut content of The Witcher 3, it has never really been able to gain much traction due to a lot of data simply being unavailable. Unlike games such as Knights of the Old Republic 2, where Bioware left a lot of unused content within the game files, CD Projekt RED have been quite thorough with cleaning up content they cut during production.

Leading up to the late 2010s the only tangible information we knew of stemmed from interviews with the company as well as leaked material that was incomplete. That did not stop users however from creating mods inspired by this cut content, from visuals to gameplay to quests. Interest in the content took an especially big dive in the leadup and aftermath of Cyberpunk 2077 and all its fanfare. The most notable events after that was another leak in 2021 which was

also not useful, as the build and source code acquired by a group of hackers was inaccessible.

Interest was regained during late 2021 when the Brothers in Arms mod team restored small pieces of content that were leftover in the gamefiles. Additionally, not long after these restorations, The Witcher 3 was re-released in 2022 with a "Next-Gen" update that recycled some cut content like the infamous Devils Pit. At this point still however, the details on Witcher 3s cut content was largely unknown.

The big breakthrough occurred in 2024 when CD Projekt RED released RedKit for The Witcher 3. Included with this development kit was a string database, containing almost every single line of text that was written between the earliest and latest point in Witcher 3s development. From this database, we collectively worked to translate the data into a tangible synopsis that makes up the bulk of these documents.

***Earliest publicly released image of RedEngine 3 showing Ard Skellig***

# Prologue: In Search of Yennefer

*How's this for a laugh: Got bored one day and thought, "Maybe I oughta find Yen."*

***Geralt of Rivia***

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# q001_beggining - Lilac and Gooseberries

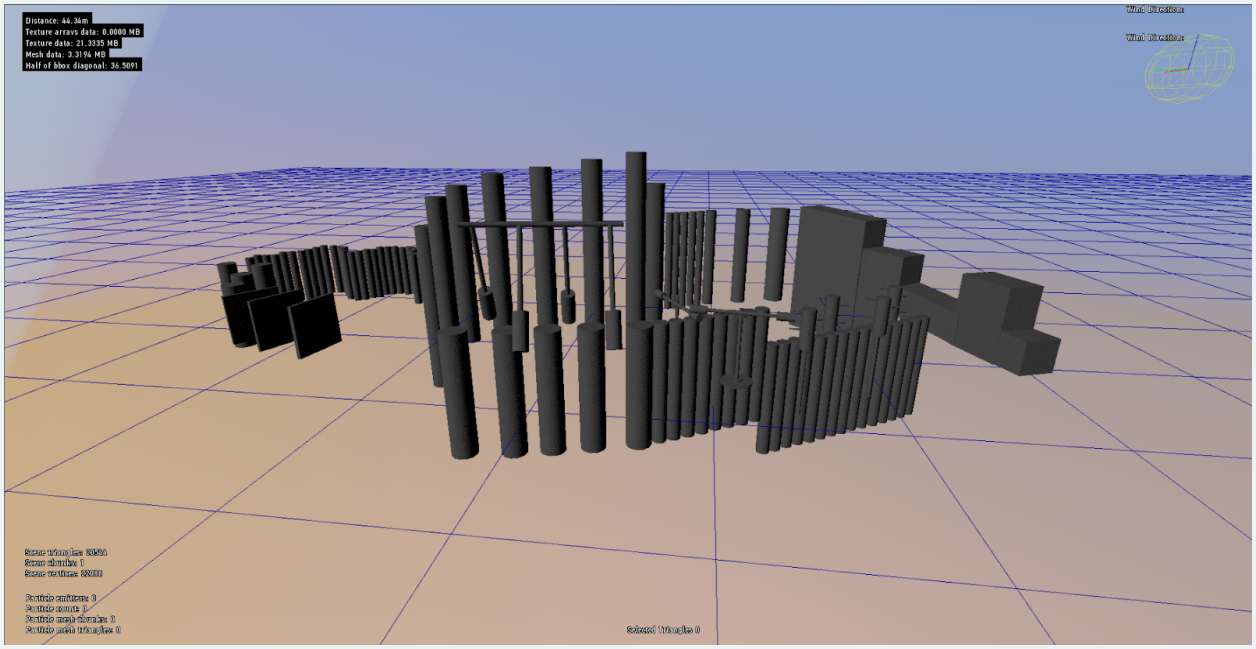
**Author: Crygreg**
**Character List:**

- Geralt
- Ciri (child in nightmare, mentioned)
- Vesemir
- Eskel (in nightmare, mentioned)
- Lambert (in nightmare, mentioned)
- The Wild Hunt (in nightmare, mentioned)
- Triss (mentioned)
- Yennefer (mentioned, appearing in the nightmare)
- Elza (innkeeperess)
- Grenn
- Mislav (mentioned)
- Ealdorman of White Orchard
- Knight Roderick of Maribor
- Rozalia (early version of Tomira)

**The Nightmare**
How the dream sequence opens up exactly is unclear. Either Yennefer is helping Geralt take a bath or is massaging him. He's reminded that he has to go to train with Ciri, since he promised her. Geralt can choose to behave naughty with Yennefer teasing him about it, many of the dialogues are either similar or the same ones seen in release with some minor additional flirts (like Yennefer telling him not to wear himself out too much).

Geralt ventures into the courtyard to find Vesemir training Ciri already. Ciri expresses her reluctance to undergo rigorous training involving navigating dangerous pendulums (which are referred to as the "Killer's path" in the game

files - they're from the books and somewhat similar to what Ciri is seen training with in the Netflix show).




***Work-in-progress model of the Mordowina, or "Killer's Path" training course***

***Early concept art of  young Ciri***

She asks Geralt why she needs to train if he promised he'd be at her side forever to which Geralt replies she has to know how to defend herself. Despite her complaints and fears, Geralt and Vesemir insist on the necessity of the training

for her own safety. Geralt reassures Ciri of her potential and emphasizes the importance of her learning to defend herself independently. The dialogue highlights Ciri's initial resistance and self-doubt, contrasted with Geralt's firm but supportive encouragement. The scenes reflect the mentor-mentee relationship and the underlying theme of self-reliance and preparedness in the face of potential danger. During Ciri's training, Vesemir also comments about being unsure if they should push her that hard to which Geralt replies that she doesn't have to get it right immediately but that she has to try. The conversation continues with a bit with Vesemir worrying that she is still a child (Ironically, he just complained to Geralt before that they spoiled her):

> **Vesemir:** *I'm not sure we should push her so hard. It's her first training after a break and you're taking her to Killer's Path?*
>
> **Geralt:** *We'll try. She doesn't have to get it right immediately.*
>
> **Vesemir:** *She's still a child.*
>
> **Geralt:** *A child who would jump at a manticore with a sword in hand instead of running away.*

> **Vesemir:** *The chances of her facing real danger among us are slim.*
>
> **Geralt:** *I'm not so sure about that. Besides, she won't stay here forever.*

This seems to have also served as a tutorial for Geralt as well, who'd show Ciri how to do it first before having her try. It is not clear how that would have worked, it might have been a movement tutorial

and may have also entailed quicktime events like in Witcher 2. There are quite a few dialogues left from comments that Geralt and Vesemir had for this section, warning Ciri not to go too fast. In the end, Ciri succeeds and finishes the pendulums to which Geralt and Vesemir applaud her.

A similar sequence to release plays, where Ciri hits off a Nilfgaardian helmet off the training puppet and runs off, Geralt notices that something's off and the Wild Hunt suddenly appears, about to take Ciri. Geralt shouts in despair and the nightmare ends.

**Conversation with Vesemir**
Geralt wakes up in horror, so does Vesemir in surprise. The conversation in essence plays out the same but more extensive, referencing the end of the books and the events from the previous games:
Vesemir asks Geralt what's wrong, Geralt is reluctant to tell him but Vesemir mentions that he called out Ciri's name in his sleep and tells him to get it off his chest. Geralt tells him that he's had the same recurring nightmare ever since he regained his memory, mentioning that the last time he saw Ciri was at the massacre in Rivia but that this time she was there in the dream too. Vesemir reassures him that Ciri is a big girl now and she can take care of herself, to which Geralt replies that he hopes Vesemir's right. Vesemir then asks Geralt what else he dreamed about. The player has the following options to choose from:

- The Wild Hunt appearing (Option 1)
- Yennefer instead of Triss in Kaer Morhen (Option 2)
- We should go (ending the conversation, Option 3)

Presumably, one could choose both options before ending the exchange.

**Option 1**
Geralt tells Vesemir about the Wild Hunt appearing and taking Ciri, after which Vesemir replies that when they found Geralt at the start of Witcher 1, the

spectres of the Wild Hunt were nearby as well, to which Geralt tells him that the Hunt is more than spectres, since he lost his memory to them. He begins to assume, since they held him and Yennefer captive, they wish to hurt Ciri too. Vesemir comforts his former student that it was just a dream and Ciri'll be alright.

**Option 2**
Geralt tells Vesemir that Yennefer replaced Triss in his dreams. Vesemir expected as much, since Geralt only spoke of her, ever since they met near Hagge. Then Vesemir asks Geralt what actually happened between him and Triss, since he never told him.
Geralt has three options:

- Triss lied to me (A)
- It was my fault (B)
- We both messed up (C)

It's difficult to tell at times which dialogues belong to which option but here's my interpretation:

**Option 2A**
Geralt explains to him that she kept vital information about Yennefer and the Lodge of Sorceresses from him, that she lied to him and he assumes she was afraid about his old feelings for Yennefer, despite the two of them being friends. He also tells him that everyone thinks of Triss as a nice and modest person, an angel and that he thought the same - until he regained his memory and realized she was deceiving him. She didn't mention Yennefer or the Lodge, until he pressed her, to which Vesemir replies that everyone has a right to their secrets - to which Geralt replies that now she can have all the secrets she wants.

**Option 2B**
Geralt explains to Vesemir that ever since he regained his memory, he started to

mix up her and Yennefer's names and that he only could think of Yennefer. Vesemir mentions an alcove and asks:

**Vesemir:** *Hmmm… In the alcove too?*

Geralt confirms that and tells him that one day Triss couldn't take it anymore, so she packed her things one night, opened a teleport and that was the last he saw of her - he mentions however that she's supposedly in Novigrad, though he also says that it doesn't matter anymore now.

**Option 2C**

Geralt explains how they both exchanged harsh words to each other and went their separate ways and how she mentioned that she was going to Novigrad. He mentions that they were together (in another line he says the same but refers to their relationship as "Friends" (with benefits more likely)), yet she lied to him about Yennefer and how Geralt realized she wasn't honest with him, after he regained his memory. So he repaid her in kind. Vesemir asks how he lied to her, to which Geralt responds that he told her he loved her.

No matter what option is chosen, Geralt concludes by saying that he doesn't want to talk about it anymore, saying that Triss is an adult and that she knows what she's doing.

**Option 3**

Geralt concludes the conversation by saying that it's dawn soon and that it's time to go. Vesemir says that according to the scavengers they talked to, the locals in a nearby village spoke recently about a black-haired sorceress. Geralt asks him if he knows the village and Vesemir mentions that he once killed a cockatrice there, describing White Orchard as a rundown place with a racist and miser village elder but that it also has a nice inn in which they can stay.

Geralt expresses his hope for that and mentions that ever since they met back in Hagge, he didn't think it would take them this long but Vesemir shrugs it off by saying that Geralt helped him, so he helps Geralt. He also mentions that they

should watch out for Nilfgaardian patrols, since they often visit the village to replenish their supplies, ever since they took over Vizima and they venture onwards towards White Orchard.

***Concept art depicting Vesemir***

**The Road to White Orchard**
Geralt and Vesemir follow the road to White Orchard. Their exchange deals about Nilfgaard's invasion with Vesemir mentioning a side on the war - similarly to the release exchange. However, after Geralt asks him if he believes Radovid, Vesemir asks in a hard way whether it's all the same to Geralt who wins, whether he's forgotten about Nilfgaard's crimes and the massacres in the last war - to which Geralt responds negatively but that it's no reason to believe Radovid's lies either. Then the dialogue continues on as we know.

**The Griffin Attack**
Geralt and Vesemir stumble upon a merchant and his caravan being attacked by a Griffin. The witchers fight the Griffin and help the merchant escape into the woods. During this brief fight, Vesemir is hurt. The merchant thanks the witchers and asks how he can repay them to which Vesemir replies with the Law of Surprise. Geralt reacts confused and asks Vesemir why he'd want another unexpected child. Vesemir throws the question back at Geralt as to why he wanted Ciri - and adds that it's just witcher's tradition. The player had two answers to choose from:

- We need coin. (Option 1)
- There won't be any more witchers. (Option 2)

***Option 1:*** Geralt responds that tradition can't feed the horses, nor can it pay the blacksmith, to which Vesemir replies that no amount of coin will produce new witchers - that they'd need children for that. Geralt replies that it'll need mutagens too, which kill seven out of ten boys, at least. Vesemir knows the risks but sees no other way than to accept it because the world needs witchers. Geralt mocks him by asking that they start by dragging boys to Kaer Morhen and poisoning them with the mutagens, to which Vesemir replies that he didn't ask Geralt for help.

***Option 2*:** Geralt tells Vesemir harshly that there won't be any more witchers. He's also confused, since they agreed not to train any more witchers. The rest of the conversation most likely follows the same essence like Option 1 or wasn't completed entirely.

They are then directed to the tavern by the merchant, named Bram, for both provision and more information about Yennefer. Dialogue is partly the same from release, except that when talking about his wound, Vesemir says he got a bigger cut from shaving, to which Geralt forces him to have it looked at at the inn - and asks what Vesemir shaves with, an axe?

- Interestingly, in the strings that belong to the character of Bram, his string character ID refers to him as "Thief". It is unclear why.

**Arriving at the Inn**
On the way to the inn the witchers have the same exchange as in release. Arriving at the inn, they're most likely greeted in similar fashion as in the released version (It's unclear if any cutscene existed at this point but the innkeeper - a woman named Elza - confirms that some thugs were causing some trouble / bothered the witchers).

Elza apologizes for some thugs and explains that the locals are on edge due to a recent army passage and a prowling Griffin. Geralt acknowledges the encounter with the Griffin and mentions his companion's injury, requesting a room. Geralt describes the woman he's searching for: raven-haired with violet eyes, smells of lilac and gooseberries, dressed in black and white. Elza hasn't seen or smelled such a lady but suggests asking other travellers. Vesemir mentions needing a drink for numbing before stitching himself up. Elza discusses the local situation: The Griffin is causing trouble, and she suggests Geralt talk to the village elder about a reward for killing it. Geralt agrees but hints that the reward might not be enough. Elza offers help: Despite the war, her business is thriving, and she offers

Geralt a free but modest room. Geralt accepts, stating they aren't picky after months of sleeping outdoors.

In the following scene / gameplay section, Geralt interacts with the locals while seeking information about Yennefer. The interaction with the peasants exists at this point is mostly the same, except for some varying dialogue and Geralt being a bit more threatening here if they don't cooperate. There is also a merchant here he can interact with: The merchant hasn’t seen Yennefer but heard she rode south at full gallop. He also prompts Geralt to look at his wares. The merchant insists on Geralt inspecting his goods before continuing the conversation. Geralt humorously asks about return policies, and the merchant confirms he doesn’t accept returns. Geralt presses for more details about Yennefer. The merchant shares that he heard about her from a friend, a cloth merchant, whose horses were spooked by her.

- Gwent did not exist at this stage of development so the Oxenfurt professor was likely not present. Gaunter O’Dimm was also not conceptualised at this stage so he is not present.

***Early artwork of the White Orchard Inn***

**Asking around the Village**

Upon leaving the Inn, Geralt encounters a few bandits who try to fight him. In the final game, this is the encounter with the 3 generic peasants. A peasant named Grenn meddles however, and makes the bandits go away. After that, Geralt talks to him. Grenn directs Geralt to go speak with the Ealdorman about the Griffin contract. Grenn, according to later scene strings, seems to promise Geralt to lead him to his informer who knows something about Yen and the Nilfgaardians but Geralt has to hunt and kill the Griffin first for the town elder. Grenn advises that Geralt talk to the elder and to Mislav, his mother-in-law's brother and a servant to the Nilfgaardian garrison not far from White Orchard. However, he warns Geralt that Mislav will want money. Geralt can also ask Grenn why he's helping him to which Grenn says "out of the kindness of his heart". Geralt can also ask if Grenn has a habit of eavesdropping on people to which Grenn says there's rarely a witcher in the village. In order to finance Mislav's information, he'll need to use the bounty from the Griffin contract for his information. Grenn also mentions the dire economic situation and mentions how the innkeeper live like pigs:

> **Grenn:** *And who does, in these times? Only our innkeeper maybe. She's living like a pig in clover on Nilfgaardian florens... But, as I said, we've got to help each other out...*

***Grenn's character model. NOTE: Due to most early models consisting of Skelligers, Grenn's character model may be a placeholder which is why he resembles a Skelliger rather than a White Orchard peasant.***

The witcher has a conversation with the town elder who is initially grumpy and reluctant to provide information. Geralt mentions looking for work and inquires about a woman with raven hair and violet eyes. The elder explains that there have been two Griffin attacks. The first attack happened about a week ago, and the second one occurred more recently. Furthermore, he provides details about the attacks, including the location and the aftermath, such as people being too frightened to leave the tavern. He also describes the second attack, where the Griffin attacked a flock of sheep, killing several and a knight who tried to kill the Griffin but was injured and is now treated for his injuries. Geralt discusses the need to lure the Griffin out and mentions putting up a false trail. The elder mentions a boy who had a run-in with the Griffin and survived, suggesting the witcher can get more information from him. The conversation ends with the witcher thanking the elder for the information and preparing to deal with the

Griffin. There are also exchanges where the elder expresses skepticism about the witcher's presence and abilities, typical of the distrust people often have towards witchers (and also reminiscent of Vesemir's comments on the Elder).

**Preparations - Healing and Talking to the Knight**

The knight is currently being taken care of by the village herbalist Rozalia (internally called Zielarka and also referred to internally as a “witch”). Geralt then goes to speak to the herbalist about finding buckthorn, and to the knight about where the Griffin’s lair is. When he arrives, he finds the knight severely injured and unable to speak. The knight goes by the name of Roderick of Maribor. Talking to the herbalist/witch, Geralt concludes that he'll prepare a Swallow potion and White Honey to heal the knight so that he can speak with him. This serves as the alchemy tutorial. Swallow is still described as "blue" in the dialogue (likely because the potion was depicted as such in Witcher 2). White Honey serves as a way to get rid of the toxicity, so the knight survives the potion. Rozalia behaves a bit differently here, being a bit suspicious at one point (e.g. saying that *"But his eyes won't get all snake-like, eh?"*). Geralt can also jest and tell her *"Never can be certain. He might turn into a flying pig"* to which Rozalia responds by saying, *"To jest at a time like this... And a sorry jest at that. What do I do with these?"*. Geralt can also be more serious and tell her that he'll be fine.

There are also lines that seem to indicate that Geralt could try to interact with the knight in his injured state before talking to Rozalia, resulting in her reacting offended / angry and asking Geralt: *"Hey! Who are you? And why are you poking him? Can't you see the man is barely breathing?"*

- There is also another line said in response to Geralt's potion offer, *"Sure these won't harm him? The witch said they's no good to a normal man..."*. This line seems to indicate that Rozalia isn't the witch and that term is referencing another character. It is unknown who the witch is.

The healing process probably takes time, so it serves as the meditation tutorial. When the knight is healed and able to speak he tells Geralt that he was now fooled by the beast twice. Upon further inquiry, the knight explains that there was a tournament by the duke of Ellander, before the war. There, he cut the Griffin's shackles by accident in the fight, resulting in the beast slaughtering the gathered crowd and then flying off. The knight swore he would find the beast and kill it. Their second meeting in White Orchard started off with the Griffin attacking the local shepherd. The knight tried to kill it but failed because the local population came at it with pitchforks and enraged it. He also mentions that the Griffin is female, causing Geralt to conclude that it must be so aggressive because it recently laid eggs. The knight was injured but wasn't killed because the Griffin didn't want to bother tearing further through the knight's armor, it fled. The knight also noticed that the Griffin was afraid of the torch the knight held indicating that it may be weak to fire. This is possibly another tutorial to explain monster weaknesses.

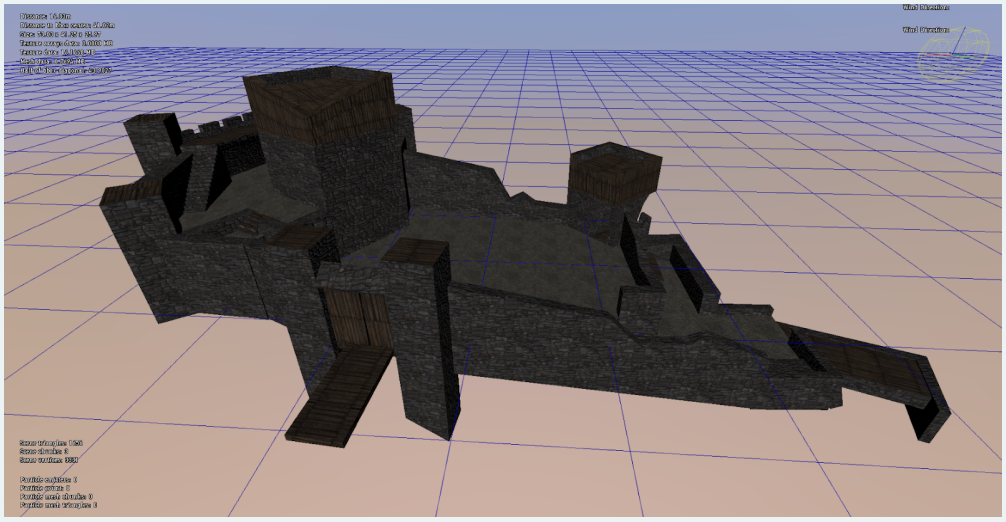
**Preparations - Finding the Nest**

Following the trail given by the knight, Geralt finds out that the Griffin set up her nest on an island and compliments the Griffin on its cleverness. Presumably the nest is where the Nilfgaardian camp is set up in the release version of the game. Three aspects support this:

- Concept art depicts the ruins being on an island somewhat and it's not fortified (by Nilfgaardians) or repaired in any way.
- Release version showcases the area being surrounded by the river (as in concept art) but also a swamp area with a lot of water. This could be a remnant of that initial idea.
- The Nilfgaardians seem to be absent in the earlier versions of the prologue and mostly just mentioned, appearing only at the end.

How the rest of the trail search would have gone, is not quite known but it might have either followed the release route or stuck with the explanation that the Griffin went for the sheeps in the village and other animal life until it got a taste of human blood thanks to the knight and since then terrorized the local population. Due to the dialogue with the knight, it's also possible that Geralt could destroy the eggs to further aggravate the Griffin, though little evidence exists of that.

***Concept art of the Griffin's lair, ruins located on an island***



***Work-in-progress model of the ruins***

**Preparations - Getting the Boat & Buckthorn**

To obtain the Buckthorn, Geralt needs to acquire a boat in order to sail out into the river and find it. The peasant willing to sell the boat is convinced Geralt is a sign that he should leave the area, since he's clearly agitated by it and is only kept by the boat which he's trying to get rid of for money. He proclaims Geralt being a sign from the gods which Geralt strongly refuses to believe. Despite asking to just borrow it, the peasant refuses to let Geralt borrow anything. Geralt has the option to play dice with him or pay him a set amount of money for the boat. If he fails to win at dice, he can do a rematch.

***Note: In most of the earlier versions of the game Geralt's ability to swim was limited by stamina making finding a boat a common gameplay objective when large bodies of water are involved.***

**Hunting the Griffin**

After getting the Buckthorn, Geralt sets the trap and engages the Griffin. The details of this fight may have been different given that the combat mechanics were quite different at this point in development. However there is a possibility that Vesemir did not participate like he did in the final game. Additionally it could have been lured to its nest which was in the ruins where the Nilfgaardian camp is in release. This is only a theory, however. After killing the Griffin the reward could be obtained from the Ealdorman, presumably with some information about Yennefer's whereabouts as well. Geralt then regroups with Vesemir back at the inn.

**The Bandit Attack**

Just as Geralt and Vesemir arrive, bandits have attacked the Inn, led by Grenn, the peasant from earlier. Initially, Grenn taunts Geralt about the Griffin, sarcastically expressing hope that it would keep him occupied. Geralt responds calmly but firmly, making it clear that he offers no second chances. The conversation becomes more intense as Grenn reveals that there was no informer,

and the whole situation was a setup. Grenn admits that he had been planning the attack for a long time and expresses frustration that Geralt and another witcher got in his way. Despite the opportunity to back down, Grenn offers Geralt a way out, but Geralt refuses, reiterating his stance on second chances. The dialogue emphasizes tension and hostility, with Grenn's increasing frustration as he realizes that his plans have been foiled. Geralt remains resolute and firm, unwilling to compromise or let Grenn off easily. Grenn's motivation for robbing the innkeeper is as follows:

> ***Grenn:*** *"Are you fucking blind?! This used to be Temeria, and now what? Nilfgaard came in and everything went to hell!"*
>
> ***Bandit:*** *"And that treacherous whore doesn't care, calmly trading with the Nilfgaardians and getting rich!"*

Presumably a deadly fight ensues that ends up with Grenn and his gang getting killed. There also seems to be a choice where you can convince Grenn to leave it be. While his men are irritated by that, Grenn acts resolute. Here are the choices I presume:

> ***[Choice Line]:***
>
> ***Geralt:*** *"You're mistaken. I'm the one giving chances here."*
>
> ***Grenn:*** *"We're leaving."*
>
> ***Bandit:*** *"What do you mean?!"*
>
> ***Grenn:*** *"That's that, damn it! Everyone – out!"*
>
> ***[Choice Line]:*** *"Unfortunately, I have to disappoint you. I don't give second chances."*

The innkeeper is thankful for Geralt and Vesemir’s help. Nilfgaardians arrive at the scene, answering the commotion and ask the witchers' identities. Geralt tells them who they are and that they're the ones doing the dirty work for them. The Nilfgaardian officer enthusiastically calls out their luck, for all the patrols in Temeria are looking for Geralt specifically - not Vesemir however, who they don't want to take in. The officer crudely tell Geralt to pack up his things and accompany them to which Geralt threatens him, saying: "Not in that tone." Vesemir tells Geralt to calm down, however, since Emhyr might have information on Yennefer and he should go with them, to which Geralt replies that he's counting for it and reassuring that Vesemir is fit for travel. Vesemir assures him he'll travel back to Kaer Morhen and rest there, since he's been roughed up a bit. They part ways and the first part of the prologue ends here.

# q002_emhyr - Imperial Audience

**Author: Crygreg**
**Character List:**

- Geralt
- Yennefer
- Emhyr
- Nilfgaardian Sergeant
- Nilfgaardian Corporal
- Emhyr's Chamberlain

**Arriving in Vizima Castle**

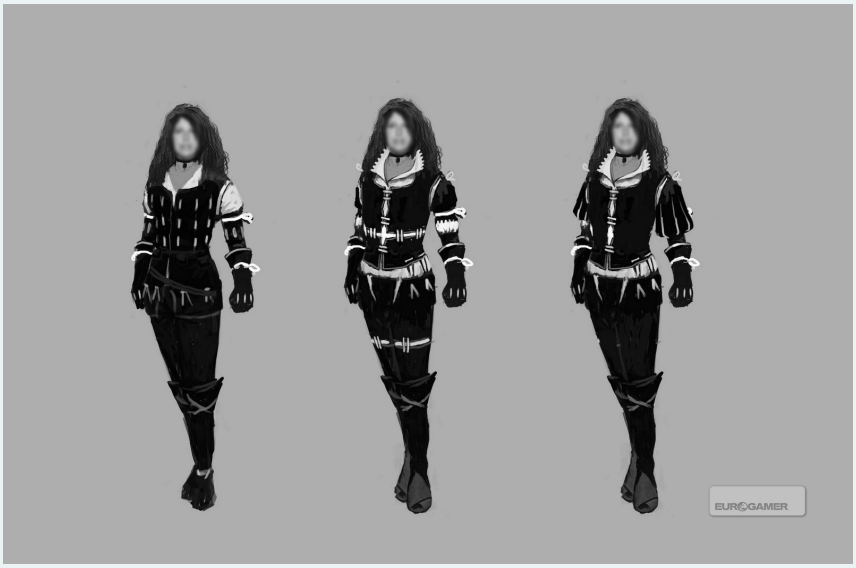
The passage begins with a court scene where Emhyr var Emreis, the Emperor of Nilfgaard, is presiding over a disciplinary matter involving his soldiers. The scene starts with a sergeant and a corporal being questioned by Emhyr about their actions. The sergeant, speaking humbly, admits to something (though the details are not specified in the text). Another soldier from Ellander, visibly frightened, explains that he committed some act because his distant relatives were hungry.

A passionate accusation follows from another soldier, who claims that the sergeant sneaked out of the camp at night. Emhyr, inquisitively, asks the corporal what he saw that night. The corporal, with a trembling voice, reveals that he saw the major and his men dragging women by the hair, slaughtering men, and ransacking a house. Emhyr sternly asks the major if this is true, to which the major feverishly responds that the victims refused to pay tribute. Emhyr sharply rebukes this, stating that the tributes were already collected and that unjust harassment of the populace was forbidden.

The major, masking his panic with bravado, claims he did it for the glory of the empire and to spite the Temerians. Emhyr dispassionately declares that the

major disobeyed his orders, leading the major to desperately beg for mercy. Emhyr then sentences both of them to fifty lashes and twenty days on bread and water (it's unclear if this is the punishment for both of them or just one of them). The one (the major) for disobeying his orders and enacting unjust harassment on the population, the other one (the soldier / officer) for beating the major, since he's a superior officer and - in Emhyr's words - he has acted against the Emperor that way.

At this point, a soldier announces the arrival of the witcher, Geralt, to Emhyr, who expresses his pleasure and orders to bring Geralt in. Emhyr inquires about Lady var Evreux and is told that she announces a delay, which surprises Emhyr. Subsequently, another announcement is made regarding the arrival of Lady Yennefer of Vengerberg. Yennefer enters, addressing Emhyr with cold courtesy. Emhyr, with a bit of mocking calmness, remarks on her delayed arrival. Yennefer, cold and sarcastic, retorts about the incompetence of the apprentices she was given to work with, criticizing their abilities and intelligence. Emhyr responds icily, noting that Yennefer had requested those assistants. At the same time, it's also possible that Emhyr is a bit amused by this exchange. Yennefer counters that she expected more from the former pupils of Lady var Anahid, but she was wrong. She then makes a pointed request for more suitable assistants, given Emhyr's status as the emperor of the most powerful country in the world.




***Earliest known concept art of Yennefer. Her face is blurred as it was based originally on that of Klaudia Wróbel***

**The Audience with Emhyr**

Emhyr proceeds by telling Geralt, who entered the scene by this time, that he has come a long way:

> ***Geralt:*** *(Bows) Your Imperial Majesty.*
>
> ***Emhyr:*** *We meet again, witcher. You've come a long way.*
>
> ***Geralt:*** *Not half as long as you, Your Majesty. And I hear you've just started your journey.*
>
> ***Emhyr:*** *Humility is clearly not among your virtues. What brings you to Temeria? Sentiment, or are you hunting something again?*
>
> ***Geralt:*** *I learnt that Your Majesty is chasing me. So here I am. I wouldn't say it's fondness.*
>
> ***Emhyr:*** *You guessed right, witcher, we still fancy the same people.*

***Emhyr:*** *For, as you can see, Lady Yennefer is here of her own volition.*

After this, Geralt has two choices:

- *Why all the secrecy?*
- *Let's get to the point.*

**Option 1:** Geralt asks why her presence (probably referring to Yennefer) seems like a secret, to which Emhyr replies that he must be referring to her false identity - but proceeds to tell Geralt that he does not wish to bore him with political details and that this discretion will serve all three of them best.

**Option 2:** A humorous exchange occurs:

> ***Geralt:*** *Stop me if I'm wrong, but somehow I doubt she's here to advise you on, say, the palace decor.*
>
> ***Geralt:*** *You have business to discuss. With us both.*
>
> ***Emhyr:*** *Sharp as ever, despite your age. Indeed, I need your aid with... a certain matter...*
>
> ***Geralt:*** *The great Emperor of Nilfgaard needs a humble witcher's help... What is the world coming to?*

Yennefer interrupts Geralt's mocking, saying that he should listen to what the Emperor has to say. Emhyr proceeds to explain that Cirilla has returned, basically the same breakdown as in release. What is interesting is that his tone is much less demanding and more polite and he tells Geralt he just wants Ciri to be "safe". Geralt obviously highly doubts him there but Emhyr tries to convince him that he wants to give Ciri her birthright - the Nilfgaardian throne. Geralt reluctantly accepts but tells him that it will be Ciri's choice whether she wants to come to hear him out or not, to which Emhyr agrees. Yennefer also presses Geralt by

saying: “*For once, don't look for problems, Geralt. If I had any doubts that Ciri was in danger, I wouldn't be here. Help us find her.”*

After this exchange, Emhyr briefs Geralt on his mission with a few additions made by Yennefer. Geralt can choose the following inquires (It is also possible he has to choose from one of them):

- **Skellige:** A magic cataclysm is investigated by Yennefer, who tells Geralt to join her at Kaer Trolde.
- **Novigrad:** Emhyr states his people (referred to as “agent” in the following lines) saw Triss there and states that Geralt's *"old friend Vernon Roche might be able to help*". He continues by saying: *"People like him always land on their feet. Roche has been in Novigrad for some time. I suppose, as usual, he is well-informed."* The following dialogue is also quite humorous:
    - ***Geralt:*** *These clues are rather poor for the imperial intelligence.*
    - ***Emhyr:*** *True, they are just leads, but they will have to suffice. I know your capabilities.*
    - ***Emhyr:*** *Besides, you supposedly have destiny as an ally...*
- There is a choice to ask about Gors Velen but there isn't any dialogue written for it, as far as we can tell (Gors Velen was a pre-production location cut very early). Based on what we know from **q101_agent**, Emhyr probably directs Geralt to **Velen/No Man's Land** to find Hendrik like in release.

At some point (it is unclear how or why) Emhyr, addressing Yennefer and Geralt with cold courtesy, implies that the courtiers are not interested in this matter. Quieter and more resolutely, Emhyr states to Yennefer and Geralt that he understands their common trait of insolence. He concludes the scene by stating he requires some air before they proceed further.

What happens afterwards is unclear. In later revisions of the quest, Geralt and Yen may have had a conversation in the palace but in this version, Yen only tells Geralt that they should talk in Ard Skellig where the walls don't have any ears.

Geralt sees Emhyr's chamberlain who allows Geralt to leave the palace (or not, depending on what you choose). On leaving, the prologue ends here and Geralt ventures out to find Ciri.

- In interviews, CD Projekt RED mentioned that in an early point of development, Geralt was able to choose which region he could begin his investigation in. While there is little data to support this, there are data crossovers between **q002_emhyr** and the starting quests of each region, potentially supporting this idea.

***Earliest known concept art of Emhyr***

# Act 1: Searching for Ciri

*I wanted to prove to her, and myself, and... everyone that I can be something more than just somebody's shadow.*

***Becca***

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# Velen

## q101_agent - The Nilfgaardian Connection

**Author: Ferroxius**
**Character List:**

- Geralt
- Hendrik (Agent, Fisstech Dealer)
- Lebioda Priest
- Malit (Not seen)
- Stick
- Innkeeper
- Barons Henchmen
- Peasant men and women

On reaching Velen, Geralt is presented with a number of ways of finding Hendrik

**Crow's Perch**
In a village, Geralt can talk to some peasants about Hendrik's whereabouts. They suggest that he'd probably be at Crows Perch since the Baron is selling all the flour he stole from the villages (Hendrik's disguise is that of a merchant).

If Geralt goes to Crow's Perch, some of the Baron's men (Who are all fisstech addicts) are harassing a merchant asking for fisstech. Geralt inquires about Hendrik and the Baron's men say he isn't here but his assistant Malit was recently. Geralt could catch up with him easily.

Geralt can find Malit's cart abandoned. There are signs of an attack.

**The Junkie**
Geralt can come across a fisstech addict who begs Geralt for some food. Geralt

knows the man is high and inquires about where he could find Hendrik to get some fisstech himself. The addict says Geralt could try at the Inn at the Crossroads but warns Geralt that Hendrik won't be found if he doesn't want to be. Geralt acknowledges that and moves on.

**The Priest**
Geralt can find a priest of Lebioda and inquires about where he can find Hendrik. Geralt can:

- Pretend to be an addict looking for a fix from Hendrik (The priest will turn Geralt away if he says this)
- Claim that he had a dream about Hendrik and his "wickedness"
- Threaten the priest with violence

If Geralt convinced the priest of his “dream” or threatened him, then the priest will tell Geralt that there is a rumour of a boy in the Inn at the Crossroads who deals fisstech.

**The Inn at the Crossroads**
Geralt has two options here to progress. Talk to the boy Stick or the Innkeeper

**The Inn at the Crossroads: Stick**
Stick is a child merchant, so named because whenever he's given a crown, he eats a stick. He tries selling Geralt room and board at the Inn. Geralt can ask about Hendrik but the boy wont give a straight answer. Geralt can bribe the kid with some crowns and Stick suggests that Geralt could buy something much nicer (Fisstech). Geralt can agree and Stick will tell Geralt to wait at a table in the Inn.

**The Inn at the Crossroads: Innkeeper**
If Geralt talks to the innkeeper he can learn a few things (He does not need to talk to Stick beforehand).

- He can learn a bit about the Baron. The innkeeper thinks of him as nothing more than an extortionist. He doesn't know who the Baron is allied to though since the armies cross back and forth so often.
- He also learns that Stick is an orphan currently cared for by the Innkeep, although he ominously alludes that *"...children quickly find a new home in our area..."*. He does not elaborate on what that means.

If Geralt inquires about Hendrik the innkeeper tells Geralt to stop asking and to sit at a table. Around this time some of the Baron's men show up outside and start searching the place. Geralt asks what's going on and the innkeeper claims that they're looking for the Baron's wife and daughter who are missing, he claims that some devil probably took them.

- Geralt can also speak the passphrase he was told in Vizima to some of the villagers in the inn but it will all result in confused responses.

***Concept art depicting Velen***

**Meeting Hendrik**

Once seated, Hendrik appears and greets Geralt. They exchange some pleasantries but before Geralt can ask about Ciri, Hendrik tells Geralt that he wants to leave as soon as possible. Hendrik claims he is being hunted by the Baron's men for being a spy and believes they found his cart with documents

proving he's a spy (This is Malits cart from earlier). He requests Geralt's help and promises to tell him about Ciri once he is safe. At this point however, the Baron’s men appear and accuse Hendrik of being a spy and that they want to take him in for questioning. Geralt has a choice here, he can either fight the Baron's men to defend Hendrik or let Hendrik be taken away

- If Hendrik is taken then the quest ends here and Geralt now needs to get into Crow’s Perch to find Hendrik, beginning **q102_baron**. If Hendrik was defended then the rest of the quest plays out

**On the Road**
While walking a road, Geralt asks Hendrik if he'll talk about Ciri now, but Hendrik again refuses until they get to his hideout in Burner’s Bay. In the meantime he tells Geralt about the Baron who he claims is just some common bandit in noble feather and that his henchmen are useless without the fisstech he supplies them. He also warns Geralt to stay away from the swamps.

- There's also a brief conversation where Geralt and Hendik talk about the massacre at Blaviken (Book event).

**The Ambush**
At some point during the walk, Geralt and Hendrik are ambushed by the Baron's men. Geralt's hands are bound to a bucket and warned not to try anything otherwise he'll get shot

On travelling back to Crows Perch, a storm rolls in and the baron's men come across a collapsed bridge they were to cross. They decide to wait out the rain in a nearby farm. Geralt and Hendrik use this opportunity to free themselves and kill the Baron's men. Geralt again asks Hendrik to tell him about Ciri, especially since he saved Hendrik's life now, but Hendrik again refuses to tell until they get to Burners Bay. He also says they need to stop off at a hideout to get supplies before going to Burners Bay. Geralt reluctantly agrees.

**At the Hideout**
Hendrik starts collecting some things, Geralt can:

- Ask Hendrik about how the Barons men knew who he was. Hendrik warns Geralt that the trees are listening but thinks that they probably got to his assistant Malit. He also thinks Stick might have told them.
- Put his foot down and demand Hendrik tell him about Ciri, using the fact that Hendrik is under imperial orders to help Geralt. Hendrik again dodges the question and insists that he will tell all at Burner's Bay

They set off again for Burner's Bay

**Burner's Bay**
Along the way, Geralt can ask about why the place is called Burner's Bay. Hendrik claims it's because the locals light bonfires near the coast. Sailors, confusing it for Novigrad city lights, crash their ships against the rocks and the peasants loot the wrecks. Because of this bad reputation, it's perfect for an intelligence operative to hide in.

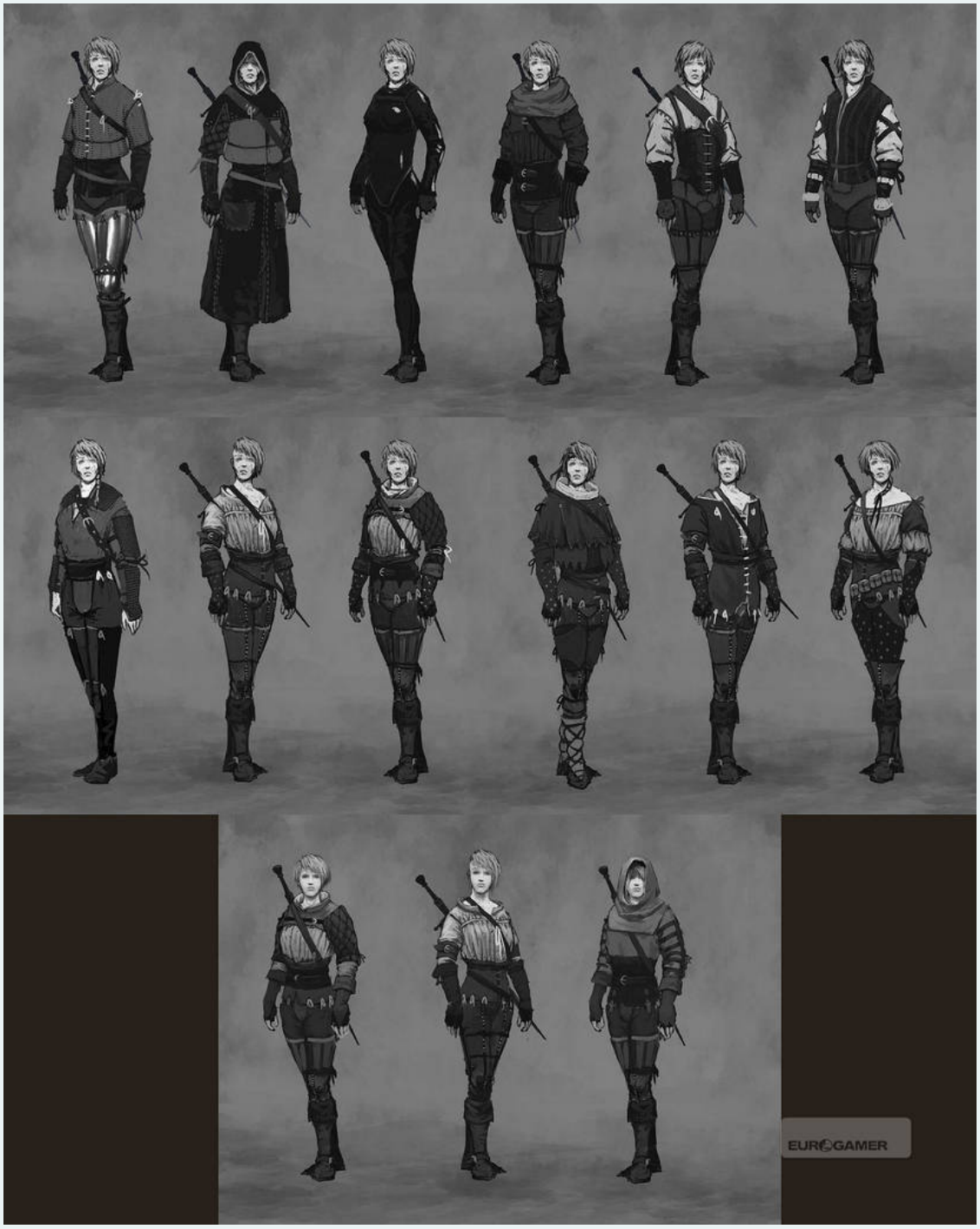
Once they've entered Burner's Bay, Hendrik's hideout, Hendrik spills his story.

Hendrik had been keeping ears out for Ciri, he had briefly gotten word that she was seen in Gors Velen and rushed to find her but she had vanished.He learned some more intel however. Ciri had suddenly appeared at Crows Perch. She had spoken with the Baron but was then ambushed by the Baron's men on leaving. Hendrik doesn't know what happened but apparently the Baron's men were embarrassed about being beaten up by some woman (Geralt can chastise Hendrik for referring to Ciri as just some woman).

Hendrik also claims that Ciri had some run in with a witch but the villagefolk are very reluctant to spill any details on this witch. He knows that Ciri was wounded but escaped them and suggests Geralt look around the various villages to find the witch.

After telling this, Geralt can frustratingly reprimand Hendrik for not knowing anything else (He can even call him a lousy agent). Hendrik defends himself by saying that Geralt should try to talk to the thick-headed people here first and then criticise his efforts.

Regardless, they part ways. Geralt has two objectives now, to speak with the Baron or to find the Witch, beginning both **q102_baron** and **q104_mine**.




***Early concept art depicting Ciri. NOTE: Ciri's design underwent countless revisions. It is unknown if this is the version used at this point in development.***

# q102_baron - Bloody Baron

**Author: Ferroxius**
**Character List:**

- Geralt
- Bloody Baron
- Ciri
- Cooper
- Bronik
- Bogna
- Mojmira
- Gnierat
- Dalphin Keane - The Beekeeper
- Borys
- Baron’s henchmen

**Arriving at Crow's Perch**
On arriving at Crow's Perch, Geralt will be treated differently depending on if he let Hendrik be taken by the Barons henchmen, or if he defended him.

If Geralt defended Hendrik then the Barons henchmen will recognise Geralt as the person who killed their mates and immediately attack, forcing Geralt to fight a number of soldiers. Eventually the Bloody Baron appears and orders his men to stand down. He and Geralt then talk.

If Geralt lets Hendrik be taken then the Barons henchmen will let Geralt into Crows Perch without much hassle. He then talks with the Baron.

**Baron Introduction**
The conversation varies depending on if Geralt let Hendrik be taken or not.

If Henrik was taken, Geralt will ask if he can talk to Hendrik. The Baron refuses but suggests that if Geralt did a job for him, he would allow him to see Hendrik.

If Hendrik was defended, the Baron is annoyed with Geralt for killing his men and claims he owes him. The Baron wants Geralt to do a job to repay his "blood-debt" and then they'll talk about Ciri who the Baron confirms was at Crow's Perch recently.

The baron says there's a problem with the villagers in Orbeck, some of them have been having bouts of madness. Additionally some of his men have been having incidents with some of the local prostitutes. Most recent of which was a man called Bronik.

**Investigating the Prostitute Incidents**
Geralt talks to Bronik and learns that a prostitute that he'd been seeing regularly was acting strange on the last visit. She seemed possessed and had bitten off two of his toes and bitten his leg so he punched her and ran off. He tells Geralt that he thinks she’s a succubus and needs to be killed although Geralt isn't immediately certain.

He meets with the prostitute called Bogna and she claims she’s done with prostitution after the incident as well as some other incidents with the men. Geralt claims though that to figure out what’s going on they need to recreate the scene, i.e. sex. Geralt can either bribe Bogna or convince her to help.

Partway through the sequence, Bogna bites Geralt’s neck and they stop. Bogna claims that she had lost touch with reality just then but had also smelled some sort of "lemon-cinnamon herbal" scent. Geralt claims though he didn’t smell anything despite his heightened senses. He asks Bogna if she'd recognise the

smell if he brought her the right herb and she says she thinks so. She suggests Geralt should seek out a barber called Gnierat, who sells her herbs for menstruation pains which smell similar.

Geralt seeks out Gnierat and asks for an herb smelling like lemon and cinnamon. Gnierat claims though that lemon balm, white dittany, lemon beebrush, lemongrass and lemon thyme all smell like that so Geralt gets some of each and heads back to Bogna. Bogna on smelling the herbs believes its White Dittany. She notes that the honey she has contains it. She also notes that the beekeeper who sells it brags about how his honey is high quality because his bees roam around an area where White Dittany grows.

Geralt finds the beekeeper being attacked by some Hanged Men. Geralt can either assist or not, the beekeeper will chastise Geralt for not helping or thank him for helping. He introduces himself as Dalphin Keane. Geralt says he's looking for the source of the White Dittany and Dalphin tells him that it grows on fertile land along rivers and streams. He says that the peasants also feed their cattle it as they claim it makes the milk spicy and their manure less rancid. He also notes that the oils produced by the plant are very prone to combustion and burn a nice bright blue. Geralt can also inquire about why Dalphin is missing an ear but he tells Geralt not to worry about it.

Geralt also can talk to another prostitute called Mojmira who is popular with the Baron's men on account of her seemingly not having had any biting incidents. Geralt is suspicious that she hasn't been affected and asks Mojmira what her scent is. She's initially shocked that Geralt can smell something so faint but then confesses that it's a balm she uses to help with headaches. She gets it from the barber Gnierat. Geralt goes to Gnierat and asks for the recipe for the balm so he can drink it. Gnierat warns Geralt that it's highly toxic but Geralt says he'll be fine.

- At this point, if Geralt has not investigated Orbeck then he will not be able to progress the quest until he has done so.

**The Poisoned Village**

On arriving in Orbeck, Geralt meets up with a man called Cooper. He has been investigating the village problem and thinks that something is up with the water supply, so he built wells around the village and so people come to him for water. He also notes though that he is unsure if it is the water since another village has the same source and is fine.

At some point a mob of crazy peasants try to attack Cooper and Geralt has to fend them off. Cooper thanks Geralt and claims that this isn't the first time this has happened. Before, the sergeant found corpses upstream, the corpses were removed and the village returned to normal. Cooper claims he checked but found no corpses this time.

Geralt then investigates the river himself and figures out what the problem is. The excrement of a creature called a Belt has been mixing with the water, and it is known to cause hallucinations in cattle and people. The Belt has also been eating White Dittany so its excrement contains the herb which is why the peasants and the prostitutes have been smelling lemons and cinnamon before going crazy. Geralt also figures out that the Belt has mutated because of disturbances to its habitat from the war. It is a lot more dangerous now and needs to be killed.

On reaching its lair Geralt notes that the creature will cause hallucinations and he should prepare something to fortify himself. If Geralt has the balm recipe from investigating the prostitutes, he can use that to protect himself against the Belt. He then fights and kills the creature and takes a trophy

If Geralt tries to enter the lair without preparing he'll be dazed, throw up and be forced to leave. Consuming the balm is mandatory to defeat the Belt.

**Returning to the Baron**
After killing the Belt, Geralt will speak with the Baron again and ask to be taken to see Hendrik or talk about Ciri. The Baron however thinks the trophy Geralt brought is underwhelming and refuses. The sergeant however thinks it will do. Geralt can either agree with the Baron or the Sergeant but the Baron will always overrule and suggest Geralt kill a more impressive albeit innocent creature. Geralt asks if there are any nearby and the Baron says a troll lives nearby.

Geralt meets with the troll called Borys and tells him the dilemma he's in. Borys obviously doesn't want to die so he offers to give Geralt the dried head of a Crymgren that he killed recently, he claims the stench would make it a worthy trophy. Geralt can either:

- Agree to take the Crymgren's head. He tells Borys though that he should relocate.
- Disagree and claim that the Baron wants a fresh head. He then kills Borys and takes his head.

Either Borys' head or the Crymgren's head will work.

If Hendrik was taken, the Baron lets Geralt go down to the dungeons with the sergent to see Hendrik once the trophy has been presented. Hendrik is badly beaten and wants Geralt to end his suffering. Geralt, though, wants to know what the agent knows about Ciri. Hendrik claims that the Baron knows everything now and again asks Geralt to kill him. Geralt can agree or refuse.

Returning to the Baron (Or continuing if Hendrik was defended), the Baron will explain that Ciri was here. She had come to Crows Perch out of the swamps and

was injured, claiming she had a run-in with some witch although she never revealed who this witch was.

***Ciri Flashback***

The Baron's men bring a wounded and exhausted Ciri before the Baron claiming they found his missing daughter Tamara and want the reward (Tamara looks similar to Ciri). The baron easily sees however that Ciri is not his daughter and orders the men to toss her back outside. Ciri however faints and so the Baron relents, letting her stay and be cared for

**A Proposition**

The Baron then nursed Ciri back to health and sent her on her way with a horse. He also reveals that before leaving, she was jumped by some of the barons men who wanted to rape her. She easily dispatched them however and left soon after

- Geralt can later find these would-be rapists who ask Geralt for a drink of water. Geralt agrees if they fess up about what happened with Ciri. They claim they had mistaken her for some peasant girl and that the fisstech had made them grabby. Geralt is disgusted and can dish out some beatings or just leave them without water.

The Baron however wants Geralt's help, his wife Celina and his daughter Tamara are missing. Because of the recent incidents with his men (Both from Ciri and the prostitutes), he is low on soldiers and he doesn’t trust them to not be stupid with his wife and daughter. He tasks Geralt with finding out where they are and to bring them back. Geralt suspects that the Baron is hiding something and may be an abusive family man but agrees for info on Ciri. The Baron claims that some witch probably kidnapped them and suspects this witch to be the same one that Ciri escaped from. The quest transitions to **q103_daughter**. Additionally if it has not started yet, **q104_mine** will also start around this point.

# q103_daughter - Family Matters

**Author: Ferroxius**
**Character List:**

- Geralt
- Ciri
- Bloody Baron
- Uma
- Tamara
- The Pellar
- Keira
- Fisherman
- Peasant women

The Baron directs Geralt to Celina and Tamara’s rooms to see if he can find leads.

**The Rooms**
In Celina's room, Geralt finds some items and talks to the Baron about it:

**Dried chamomile -** The baron claims that its just a fragrance

**Marjoram tea -** Geralt asks if Celina suffered from nausea and the Baron says not normally, although before she disappeared she did seem unwell.

**Broken Medallion -** Geralt asks where Celina would have gotten this and the Baron claims she got it from a witch that lives in the forest (This witch is Keira). Geralt notes that the chain is snapped and that it's made of dimeritium which blocks magic, though the Baron doesn’t really know what that could mean.

In Tamara’s room, Geralt finds some items and talks to the Baron about it:

**Lamps and candlesticks -** The Baron explains that a travelling priest of the eternal fire came by some time ago and babbled about the power of the eternal fire and its power to set you free and protect you. Tamara took an instant liking to the religion hence all the candles.

- Geralt can ask where this priest is now and the Baron claims he drove him off not long after, concluding that the priest was found in the swamp a few days later torn to shreds, he remarks that because the priest wasn't protected, his religion was a bunch of lies.
- Geralt can also ask why Tamara would be so interested and the Baron shrugs, claiming that Tamara is young and shy, probably just afraid of everything in Novigrad which she wants to go to.
- Geralt can finally ask if the locals believe in the eternal fire. The Baron responds that they're simpletons that go to witches and leave bread for ghosts and pixies. Of course they would adopt the eternal fire and all its dogma.

**A Wooden Doll -** The Baron explains it was Tamara's favourite childhood toy.

**Bundles of Linen Cloth -** Geralt asks what Tamara would have needed these for and the Baron assumes it was for menstruations, Geralt asks though where she would have gotten them from and the Baron recounts that the Peller who lives in Blackbough has been helping them ever since their midwife died.

**Camomile Tea -** The Baron asks why this is important. If Geralt has found camomile in both rooms then he explains that Celina and Tamara both had it, Geralt also notes its used to soothe burns and clean wounds.

**Wrapping Up**
Geralt concludes that he doesn't have any more leads here and heads out to find the witch and the pellar. These can be done in any order

**The Pellar**
Geralt arrives in Blackbough to find that the peasants have been having some trouble with a monster. Geralt examines the bodies of several women, all have had their blood sucked out and also were all pregnant. Geralt speaks with some of the peasants as well as the village head Soltis about the monster and they claim that it only appears after dusk and drinks the blood of pregnant women.

Geralt meets with the Pellar and asks if Tamara ever came by for camomile or linen wraps. The Pellar confirms this claiming that Tamara has always had a good heart and helped patch up the castle servants whenever they injured themselves, even the Barons henchmen.

It appears that Geralt cannot do much more with the Pellar until he sees Keira.

**The Witch**
If Geralt has not met Keira during **q104_mine** then he will have to find her. Once found, Geralt asks Keira if she gave Celina a medallion and Keira confirms she did. Celina came by some time ago claiming she was having sharp pains through her body. Keira traced the source to some old primal magic. She forged the medallion to protect Celina from this magic but didn't get the opportunity to study her further. Geralt asks why Keira didn't warn Celina but Keira claims she did, Celina just didn't care. Some time later, both her and Tamara came to her with Celina covered in blood, Keira noted that Celina had been pregnant up until recently and she reckons she miscarried, probably from falling due to the primal magic. She doesn't know what had happened to the child but healed Celina and sent her and Tamara on their way.

- If Geralt has been to see the Pellar previously then he can ask why they came to her rather than the Pellar. Keira reckons that they preferred to go to another woman about this than some fleabag like the Pellar.

If Geralt had been to Blackbough and examined the bodies then he suspects that Celina's miscarried child has turned into a botchling. Keira doesn't believe that as it is superstitious but does eventually relent when Geralt explains the mysterious deaths of the pregnant women. Geralt contemplates how he should deal with the monster and Keira says that Geralt should just do his job as a witcher; kill it and use its blood to find the wife and daughter. Geralt claims however that botchlings can supposedly be cured through a ritual, becoming a lubberkin, although Keira definitely doesn't believe this. Regardless, Keira says she won't help Geralt, even though she knows how to track by blood, she considers it to be black magic. She advises that Geralt seeks out the Pellar if he wants to find the family.

**Back to the Pellar**

Returning to the Pellar, Geralt explains that Celina had miscarried and that her child may have turned into a botchling. The Pellar understands now what may be killing the pregnant women and requests that Geralt not kill the creature but instead transform it into a lubberkin, so that it can act as a guardian of the household. Geralt is unsure however as lifting curses are usually harder than just killing the afflicted. The Pellar claims that should Geralt decide to kill the creature, he should bring him some of its blood that he'll use to find the family.

- Geralt can also press the Pellar for some more info on the Barons relationship with his family and the Pellar confesses that while he believes the Baron to be a good man, he could be prone to beating his family while drunk. He would never hit Tamara however, just Celina.
- Geralt can also talk to the Pellar a bit about Forefathers eve and what the custom entails. This is some information setup for the eponymous quest in **Act 2.**

**Dealing with the Botchling**

Geralt confronts the Baron about his abusive nature and he confesses that he did indeed beat his wife. The war had done something to his mind and he found comfort in drink, sometimes resulting in fighting with his wife. On the night they disappeared he had fought with his wife only to discover later they had escaped. Entering the bedchamber, the Baron found a dead foetus and knew his wife had miscarried, likely from his beatings. The Baron buried the foetus not wanting people to find out his wife miscarried.

Geralt is furious that the Baron wasted his time by not telling him this and the Baron retorts that Geralt would never have helped him if he had told him. Geralt stands up and starts to leave, but has a change of mind and asks the Baron what he would do if he brought them back. The Baron swears that he would give up the drink for good and never beat his wife again. In spite of it all he does dearly love his family and would have nothing to live for were they to be dead.

- Geralt can say that he will bring them back. The Baron thanks Geralt.
- Geralt can say that if he finds the family he will not bring them back to the Baron but will ensure their safety. The Baron accepts that, as long as they are safe.

Geralt reveals that because the Baron improperly buried the miscarried child, it transformed into a botchling. Geralt claims however that the botchling could be used to find the Baron's family. He could either kill it and use its blood to find the family or transform it into a lubberkin to guide him. The Baron asks Geralt to not kill his unborn child but Geralt warns the Baron that the lubberkin could very well be just a myth, he also claims that the botchling should be taken care of sooner rather than later since it could pupate and become even more dangerous.

Geralt and the Baron go to where the child was buried and find it empty, the botchling appears not too long after and Geralt has a choice to either attack it or try to turn it into a lubberkin.

**Path 1: Transform the Botchling**
If Geralt tries to turn it into a lubberkin he instructs the Baron to pick it up and carry it back to his house. On reaching the house, Geralt instructs the Baron to then recite a phrase which causes the botchling to die; it is then buried. Geralt tells the Baron to leave and he'll take care of the search, the Baron protests but Geralt insists he go. Geralt summons the lubberkin and it leads him on a path towards the family.

**Path 2: Kill the Botchling**
Attacking the botchling causes it to transform into a more grotesque version and Geralt needs to kill it. Once killed, Geralt gathers some of its blood and goes to the Pellar. The Pellar performs a ritual where he mixes the blood with some milk which he feeds to a horse that Geralt collects. The horse becomes seemingly possessed and starts walking off. The Pellar tells Geralt to follow it and it will lead him to the family.

***Early concept art for the Botchling***

**Following the Trail**
***Note: Both paths result in the same trail to follow***

Geralt follows the lubberkin/horse towards a tar factory with evidence suggesting that the Barons wife and daughter reached here. He then comes across the scene of an accident covered in corpse eaters. After dispatching them, Geralt investigates and concludes that some powerful beast attacked them. The lubberkin/horse continues to lead Geralt to a fisherman's hut. On entering, the fisherman and his family initially feign ignorance but one of the kids accidentally reveals they know what happened. The fisherman eventually reveals that Tamara showed up one night exhausted and filthy, the baron's wife was not with her. They helped her out and sent her on her way to Novigrad. Geralt asks why the secrecy and the fisherman says the Baron's men came by recently but he didn't want to reveal Tamara as he heard the Baron abused his wife and daughter and thought Tamara was brave for running away.

**Meeting Tamara**
There are a few missing details on this sequence but it appears that in Novigrad, Geralt stalks a group of witch hunters (Possibly because he knows of Tamara's faith in the Eternal Fire), eventually however this leads to a fight between Geralt and the witch hunters who are eventually stopped by a girl. She calls herself Avela but Geralt recognises it is Tamara.

Geralt can ask what she’s doing here and in the company of witch hunters and she claims she’s joined them so that she can hunt down the monster that took her mother to get her back. She refuses to return to the Baron, hating him for the abusive man he is and claims Geralt will have to kill her to bring her back to the Baron, Geralt assures her that he won’t. Geralt can also give her the doll he found in her room but that doesn't really do anything to sway her. They part ways.

- Graden, who appears in later quests, is also present here but it's unclear whether he formally introduces himself to Geralt here.

**Note: The last part of this quest cannot be completed until Geralt has finished q104_mine and q105_witches, as it is how he learns Celina/Anna's location**.

Geralt reports back to the Baron about the whereabouts of his wife and daughter. The Baron claims he'll get his influential brother in Novigrad to help him look for his daughter. As for Celina, he is frustrated as he knows how dangerous the crones are, his wife is out of reach. Geralt can, after hearing this, either tell the Baron what he thinks of his dysfunctional relationship, or remain neutral. As part of their deal, the Baron reveals the rest of Ciri's story.

***Ciri Flashback***
Ciri meets with the Baron now having recovered. The Baron asks Ciri's business and she says she's looking for Yennefer and Geralt who she claims are her parents. She claims she needs to ride for Novigrad now and the Baron permits her to take one of the horses, she can also stay as long as she needs if she wants.

Ciri asks the Baron why he's doing this and he says that he has a missing wife and daughter and that Ciri is a lot like his daughter Tamara. Ciri tells the Baron she hopes he finds them and leaves. After telling his story, Geralt thanks the Baron for looking after Ciri. At that moment some monstrous dwarf creature appears suddenly causing a mess before being dragged off by the sergeant. Geralt asks the Baron who that was and he says it's Uma. Most of the men think he's a monster but the Baron thinks he's a human, just hideous.

- If Geralt has pursued enough leads and knows what to do with Uma, he can tell the Baron that he needs to take Uma, explain why and the Baron will let him go. If Geralt doesn't have a plan then the Baron refuses as he thinks

the creature is dangerous or hiding something, he'll only give Uma over when Geralt has a plan.

Regardless, Geralt leaves to pursue other leads and the quest ends.

# q104_mine - Wandering in the Dark

**Author: Ferroxius**
**Character List:**

- Geralt
- Keira
- Imlerith
- Wild Hunt Soldiers
- Vagabonds
- Madman

**Finding the Witch**
Geralt attempts to seek out the Witch (Keira). Finding her is fairly straightforward.

- Geralt can just simply find her on his own
- Geralt can eavesdrop on some of the local villagers who hint at where to go
- Geralt can talk to a peasant that claims Keira cured his hand, and he'll happily lead Geralt to her.

Geralt arrives at Keira's house which is very magical in design and protruding from a rock, guarded by a golem. He meets with Keira and explains that he is looking for a woman with ashen hair, eventually revealing the woman to be Ciri. Keira claims that Geralt isn't the only one looking for her, some elven mage was also asking about after her. Keira also claims that she knows a bit about where Ciri may be but wants Geralt to help her out first. The mysterious elf had promised her a magic lamp in exchange for her help but has failed to deliver it so Keira wants Geralt to help her retrieve it from the elfs hideout in a nearby cave.

***Redkit screenshot showing the original location of Keira's house. The Forest Hut location in the final release is where this is located.***

**Entering the Mine**

Geralt and Keira go to a nearby salt mine looking for the hideout and the magic lamp. Some vagabonds are squatting nearby and Geralt can either engage them or not. Regardless, on breaking open the mine entrance with Aard, Geralt and Keira figure out that this is not just a salt mine but also an elven necropolis, Keira comments that salt is great at preserving flesh so the elves used it to preserve their dead. They also come across a raving madman, Geralt notes that the man is naught but skin and bones, it's impossible to say how old he is.

While working through the mine and solving various puzzles, the voices of the Wild Hunt can be heard ahead. Geralt and Keira eventually catch up with them. Imlerith is here with some wild hunt soldiers, looking for the hideout as well. Imlerith motions to one of his soldiers to fight Geralt and Keira and goes on. Geralt and Keira fight the soldier and eventually kill him, looting him for some unique gear.

Geralt and Keira continue until they find the grave of Lara Dorren along with the magic lamp, the lamp that can communicate with dead spirits. They open up a seal revealing a massive main area of the necropolis, consisting of numerous rooms, puzzles requiring the lamp as well as a musical puzzle requiring playing the right notes with Aard.

**The Hideout**

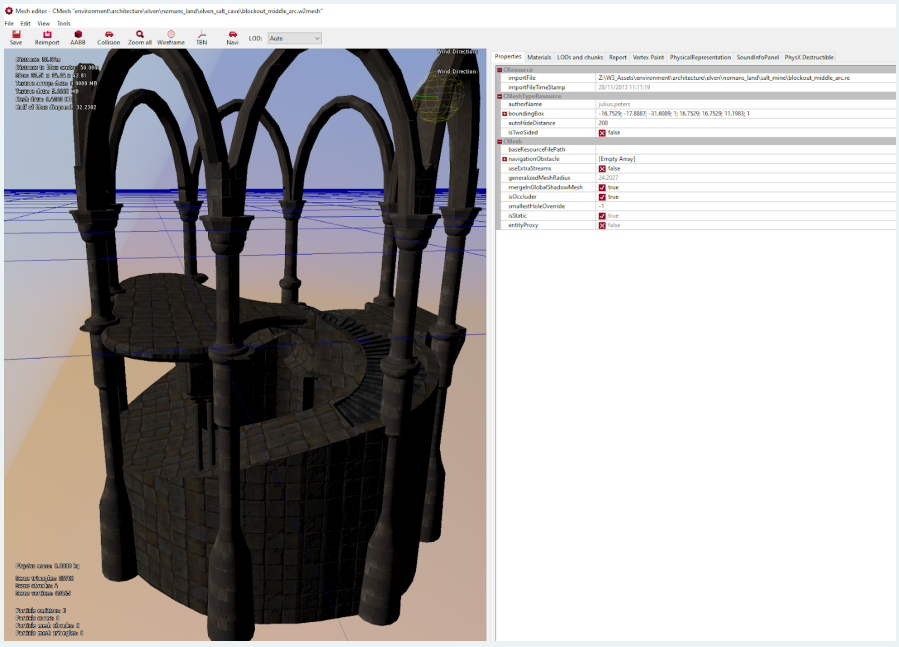
Following more sequences, Geralt and Keira eventually reach the elf's hideout, a sentinel guards it and needs to be killed. After some investigation the duo notice an illusion protecting the final room. Entering this room reveals it to be the chamber of Eilaena, Queen of the Elves of the White Fleet. Within this room as well is a dangerous creature known as the Vypper.

***Card from Gwent: The Witcher Card game showcasing the Vypper as well as the elven necropolis***

On killing the Vypper, Keira reveals that she doesn't actually know anything about Ciri. Geralt is angry that she lied and demands to know why she needed the lamp. Keira replies that she wants to contact a dead lover of hers, she also mentions that currently this would not be doable due to a curse emanating from Fyke Isle.

To make up for lying to Geralt, Keira enchants Geralt's medallion to allow it to dispel illusions; she also mentions the witches of the swamp being a potential lead. The peasants greatly fear them and they might know about Ciri, Keira gives Geralt a book on Velen folklore to find them.

They leave the mine via a nearby exit and Keira wonders if Geralt would like to talk again soon. Geralt can agree or disagree to meet again. They part ways and the quest ends.



***Tower intended to appear in the necropolis***

# q105_witches - Ladies of the Wood

**Author: Ferroxius**
**Character List:**

- Geralt
- Witches (Brewess, Weavess, Whispess)
- Celina/Anna
- Johnny
- Children
- Doppelsteiner
- Beekeeper
- Druidess

**A Peculiar Village**
On arriving in the village in the swamps, Geralt sees some children playing as well as some women. One of whom is performing some sort of ritual while the other more grotesque women, the witches, watch over her. On approaching, the witches tell Geralt it is rude to enter without announcing himself and that he is violating their customs. Geralt responds that he respects all customs as long as they don't cause harm, the woman performing the ritual asks how this custom could be harmful, Geralt says he's seen many rituals involving murder or mutilation.

The witches retort that they are just poor little sisters that try to live in harmony with nature. The normal looking woman calls herself Anna. The witch wearing a basket over her face introduces herself as Brewess who is the cook, the witch with the severed hands as Weavess who clothes them, and the witch with the staff of ears as Whispess. Geralt can introduce himself or ask what Whispess does, to which she says she tells fortunes (They also make some creepy comments about Geralt's sex life).

Regardless, Geralt asks what the witches want in exchange for information on the ashen haired woman he's seeking. The witches say they'll tell Geralt once he has completed three tasks for them, the last of which he will not know until he has completed the first two. Before they say anything though they demand a lock of Geralt's hair to form a pact. Geralt can try to refuse but the witches say this is non-negotiable. Geralt relents and gives them a lock of his hair.

The witches tell Geralt that he needs to do two things. He will acquire some mandrake root and the stomach of a devil.

- If Geralt asks about the mandrake root the witches warn him that it is incredibly poisonous when uprooted. They suggest Geralt seek out the "Idol", who lives nearby, to help him as he has no trouble with mandrake.
- If Geralt asks about the stomach Celina says he can get one from a fiend that lives in a nearby cave called the eye socket. He could alternatively get one from an Imp that lives nearby.

***Early concept art depicting the three Witches (From left to right: Brewess, Weavess, Whispess)***

**Talking to Strangers**
Geralt speaks with the children in the village about where he can find the idol. The children don't trust Geralt since he's a stranger and say that Johnny won't like him. Geralt can inquire more about Johnny. The children say he's a refugee not from here.

Geralt insists they take him to Johnny but the children say they will if Geralt plays a game of riddles against them. Geralt chooses one of them who each have a different riddle:

- Boy 1: Yagna's mother has five daughters: Kachna, Zocha, Jaśka and Marysia and...? What is the name of the fifth daughter? - **Answer: Yagna**
- Boy 2: There was something and nothing in the house. Something came out the window and nothing came out the door. What's left? - **Answer: and**
- Girl 1: Tomek went fishing with Johnny. Johnny told Tom that someone had just caught ten fish on the other bank of the river. Satisfied, Tomek went to the other side. He fishes and fishes and nothing happens. He fished all day and didn't catch a single fish. Why? - **Answer: Johnny lied**

After playing riddles, the children will comment on how Geralt did and then say they'll take him to see Johnny. They head off to Johnny's home

**A Godly Child**
Arriving outside Johnny's hidey hole, the children tell Geralt that Johnny will only appear if he proves he's not stupid. They need to play a game where Geralt recites a poem correctly. This is done entirely through gameplay where each child says a different verse and Geralt has to select the right ones. If he fails the children mock him and he has to try again.

On successfully reciting the poem, Johnny appears and asks what Geralt wants.

- Geralt can ask what Johnny knows about Anna, the woman in the village. Johnny says to be silent, the witches are evil incarnate and they should not be mentioned. Geralt wonders what they're doing in the swamps and Johnny says they cook evil.
- Geralt says he knows Johnny to be immune to mandrake poison. Johnny clarifies he isn't immune but loves the plant, he says it tastes best when grated with raspberries. It's why he lives here, there's plenty around.
- Geralt can ask why Johnny is here alone. Johnny says he doesn't need parents since he thinks all they teach is how to steal, lie and murder. He says his father was a knight who's cruelties are in ballads and his mother was a countess who liked to send people to their death.

Geralt says he needs mandrake root and can't do it without Johnny. The child asks why he should help Geralt.

- Geralt can say he needs to do it to acquire information from someone. Johnny asks who and Geralt says the witches in the swamp. Johnny refuses to deal with someone associated with them but Geralt assures him that they are no friends of his. He just needs information that he cannot get without the mandrake root. Johnny is convinced and they head off.
- Geralt can say he's doing this to find his adopted daughter. Johnny understands and they head off.
- Geralt can say it's none of Johnny's business. The child says that he'll only help Geralt if he is truthful about why he wants mandrake root.

On convincing Johnny, he and Geralt head out for the patch where mandrake grows. Johnny warns Geralt that he'll need to protect him since there are monsters in the swamp that want to eat him. Along the way the duo are attacked and Geralt needs to dispatch them to continue. His dialogue with Johnny varies depending on if he goes too far from Johnny or if Johnny is hit.

Reaching the spot, Johnny picks the mandrake root and gives it to Geralt. He also tells Geralt that if he wants to speak to him again, he just needs to lay treats outside his spot. He'll come out after dark. He leaves.

**A Magical Stomach**

Geralt finds the Imp in another part of the swamps. It asks Geralt how he found him and Geralt replies he could recognise a Rumpelstiltskin by its chatter. The Imp retorts that that's a disgusting name given by people with the intelligence of a stick. He asks if Geralt would call him by his true name, Mr. Doppelsteiner.

Doppelsteiner asks Geralt's business and he explains he needs the imps stomach. Doppelsteiner deduces that it means Geralt will have to kill him, and evidently does not want Geralt to do that. He knows that whoever is after his magically enhanced stomach knows it is magical because of his diet. He suggests then that Geralt find a pig and feed it elderberries and birch water, after 3 days the stomach will be magical like his. Geralt can either agree and spares Doppelsteiner or says he's in a hurry, and fights him, killing him and collecting his stomach.

- If Geralt spares Doppelsteiner then he has to find a pig in a neighbouring village and feed it as Doppelsteiner said. After time has passed, he can kill and collect the stomach.

***Redkit screenshot showing the original location of Doppelsteiner's camp.***

Alternatively, Geralt can seek out and kill the Fiend living in the eye socket cave, he harvests its stomach.

**The Third Task**
Returning to the witches, Geralt hands over both the stomach and the mandrake root. The witches are pleased with Geralt's work. They tell him that his third task is to collect resin from an ancient oak tree, guarded by a druid. They tell Geralt that Johnny will be able to lead him to this druid. Geralt sets off

Geralt meets with Johnny again and says he needs to find the druid. Johnny says he can lead him to the "Lady of the Oak" but says it may be difficult acquiring the resin. Geralt asks why but Johnny doesn't give an answer.

Arriving at what appears to be the site of a druid's circle, Geralt asks where the druid is. Johnny says that he never promised his lady would speak to Geralt. She only speaks to those who can see her. He stands back. Geralt through gameplay needs to stand in the right spot in the grove. Once he finds the right spot he makes out the face of a woman in the branches, this is the druid. She demands to know how Geralt found her and Geralt says Johnny helped him.

Geralt says he needs resin from the druids tree but she refuses, saying she knows Geralt has formed a pact with the witches, the murderous sisters who killed her and defiled her tree. She tells Geralt to leave and not come back

- Geralt can ask who the druid is. She says she used to be the caretaker of the sacred tree. The tree bore healthy fruit but festered deceit in sick minds. Evil was able to kill her body but not her spirit, which found refuge in the tree. It is both her sanctuary and her prison. She also notes how the forest is thick with hatred and says it's because she is the last thing standing in the way of the witches controlling the land.

- Geralt can say he is not a friend of the witches. The druid asks what she should call a man who collects resin on their behalf. Geralt responds that he is a man looking for a girl and will do anything to find out what happened to her, and only the witches know.
- Geralt can ask for information about the witches and why they need the ingredients. The druid says that Weavess is able to wield curses and the tangles of life if she can get people's hair. Brewess prepares food for the others and needs mandrake root for its poisonous effects. Whispess is the worst. She cuts the ears off of children they capture and attaches them to her staff. She also gathers ears from villagers as payment for services, from this she can hear their thoughts, when a villager dies she hangs their ear in the woods. The worst part is that she can pour evil thoughts into the severed ears, spreading cruelty, especially in children.

Geralt has two choices here now. Either he can try to convince the druid that he is not a friend of the witches, or he can forcefully take the resin.

**Path 1: Take the Resin**
There is not much data on what happens here, but it can be assumed that Geralt has to fight enemies to collect the resin, possibly killing the druid in the process. It is possible entirely that this path doesn't even exist but some data suggests it did.

**Path 2: Convince the Druid**
Geralt says that to convince the druid, he'll free the children in the swamp. The druid asks how Geralt plans to achieve that. Johnny returns to the conversation and says he'll help Geralt. He says that the main danger is that Whispess can get into the heads of the children and force them to return. As such, he instructs Geralt to find some beeswax to stuff their ears with. Geralt worries that Whispess

could hear him right now but Johnny jokes that the only thing she'll hear is his stomach growling. He ate all the ears in the woods.

- Geralt has to then find a beekeeper to purchase wax from. It is unclear if this is the same beekeeper from **q102_baron**.

Once Geralt has the wax, he meets with Johnny behind the house in the swamps housing the children. Johnny says that he'll distract Whispess by shitting on the wall, while he does that Geralt must go to the children and convince them to plug their ears with wax, they then need to leave the village and make their way to the druids circle. Geralt understands and gets to work.

Entering the hut, Geralt runs immediately into Celina who demands to know what Geralt's doing here. Geralt either convinces her to help Johnny distract Whispess or he knocks her out. Regardless of choice, Geralt tells the children they are in mortal danger and that he'll take them to a land where there is no hunger, murder or eating people, but to do that they need to plug their ears with wax. The children don't believe him initially but Geralt says he's with Johnny and they say that Johnny never lies so they trust Geralt. They stuff their ears and run off for the clearing.

Returning to the clearing, the druid thanks Geralt and says that when they grow up, she will use them to wage battle against the witches. Geralt has proved not only his bravery but his kindness, he is free to take the resin. Geralt collects some and leaves.

**Finale**

Geralt returns to the village in the swamp and meets with the witches (It is unclear if Anna being knocked out factors into her being present). Geralt hands over the resin and says he fulfilled his end, now they will tell him about Ciri. They agree and recount what they know:

***Ciri Flashback***

There isn't much data on what happens here. Ciri appears in the witches village and possibly is greeted by the witches. At some point she figures out that the witches eat children and probably plan to eat her when she falls asleep. She waits until nightfall then sneaks out.

The witches conclude their story and say the pact is fulfilled. Geralt asks one more question from them, who is Anna? The witches say she is the Baron's wife and that they saved her from being eaten by a Fiend. They disappear and the quest ends. If Geralt has found Tamara as well then he can return to the Baron to complete **q103_daughter**.

# Novigrad

## q301_dreamer - Novigrad Dreaming

**Author: Ferroxius**
**Character List:**

- Geralt
- Iorveth
- Roche
- Triss
- Francis Bedlam - The King of Beggars
- Corinne Tilly
- Hierarch Hemmelfart
- Bartolomeo Von Ochman
- Commonfolk
- Beggars
- Thieves
- Scribe
- Crematorium Guards

**Getting into Novigrad**
On arriving at the outskirts of Novigrad, Geralt is not initially allowed into the City as he is a nonhuman. He can either bribe the guards to let him in or convince them that the Hierarch will need the services of a witcher since there are often monster problems in the city. The guards agree and let him in. Additionally around this time an elf tries to get in and is turned away by the guards (This elf is secretly Iorveth)

**The Streets of Novigrad**

**Meeting Iorveth**

It is unclear when this happens but at some point Geralt is accosted by some militia of the eternal fire. During this, the militia are attacked by scoia'tael led by Iorveth. After dispatching the militia, Iorveth and Geralt greet one another. The dialogue varies depending on Geralt's choices during The Witcher 2.

- If Geralt chose to save Saskia in Loc Muinne then Iorveth is much friendlier with Geralt
- If Geralt chose to save Triss in Loc Muinne or sided with Roche in Flotsam then he is more neutral in tone with Geralt. He says however he doesn't hold any grudge against Geralt's choices.

Geralt asks who the militia were and what Iorveth is doing here in Novigrad

- If Geralt sided with Iorveth in Flotsam then he says after the success of the uprising in Vergen, the Scoia'tael had naught to do anymore. Around this time he received word from his former commander Isengrim Faoiltiarna so

he took his brethren and headed north. They're now living in favelas outside Novigrad, gathering strength to fight back against the Nilfgaardians.

- If Geralt sided with Roche in Flotsam then he says after the failure of the uprising in Vergen, he and his scoia'tael had to flee. Around this time he received word from his former commander Isengrim Faoiltiarna so he took his brethren and headed north. They're now living in favelas outside Novigrad, gathering strength to fight back against the Nilfgaardians.

Iorveth asks what Geralt is doing here and the witcher responds that he's looking for Triss. Iorveth comments that she'll likely be in hiding like most other mages. He does know someone who could help Geralt, the King of Beggars. Before Geralt can inquire further, one of Iorveth's scoia'tael appears, saying that there are more militia inbound. Iorveth offers Geralt a chance to fight, which Geralt can accept or not. Regardless of the outcome, Geralt and Iorveth eventually walk off toward the market square.

Along the way, Geralt asks who this King of Beggars is. Iorveth explains that he is one of the "Big Five", a collective of the most powerful underground bosses in Novigrad, he notes that they are the real ones who wield power in the city, not the church. The city is divided up into districts and the King of Beggars controls this district they are currently in. Nobody knows what he looks like, making him a legendary figure, but Iorveth knows he walks the streets day in and day out, listening to the common folk. It's how he knows what people truly think.

Having arrived at the market square, Geralt asks Iorveth to cut the mysteries and just tell him where the King of Beggars is. Iorveth responds that it's just that, Geralt can't just "meet" with the KoB. He motions Geralt to look around the square, in particular at a nearby priest. They watch and see a pickpocket sneak up

and steal the priest's purse, the priest notices and throws a fit but the thief has disappeared quickly.

Iorveth says that is how Geralt can find the KoB. All the thieves and beggars in the city must give the KoB a cut of their earnings, so he should try and tail one, he tells Geralt not to bother with the beggars though, they are too tight lipped about betraying their king. Geralt asks if he'll have to do this each time he wants to see the KoB and Iorveth says no, the KoB resides at the crematorium. Geralt asks why he didn't just tell him right away and Iorveth says it's because Geralt won't get in that way, the guards are stubborn. Iorveth wishes Geralt luck and leaves.

**Searching for the King of Beggars**
Geralt can try and go to the Crematorium but as Iorveth warned, the guards will stonewall Geralt. There is no way past them.

Geralt through gameplay must watch the crowd in the market square, once he sees a pickpocket he needs to tail the thief but must maintain his distance in case he spooks him. Eventually the thief confronts Geralt and asks why he's following him. Geralt says he wants to speak to the KoB, the thief understands and motions Geralt to follow him. Following the thief, Geralt is led into a trap. A group of thugs surround him. The thug leader demands to know what Geralt is doing tailing thieves and Geralt reiterates that he wants to see the KoB. The leader says he'll take Geralt to him but he will have to be blindfolded and surrender his weapons. Geralt can comply and is taken away or refuse, leading to a fight with the thugs. If Geralt succeeds then he forces the leader to reveal how to get into the crematorium. The leader reveals that he has to give the password "Old Sows Farrowed Piglets". Geralt then goes to the crematorium, gives the password and is let in.

**The Crematorium**

In the crematorium Geralt finds himself in a room full of masked courtesans. At the end of the room lies a throne but it is empty. Amongst the crowd Geralt spots Triss with a courtesan he assumes is the King of Beggars. Geralt makes his way over and enters the conversation, greeting Triss. The courtesan speaks in a squeaky high voice and demands Geralt does something bold for the crowd. Geralt can threaten the courtesan or say he thinks this charade is ridiculous.

Regardless of what Geralt says, he then says he's found Triss so he's leaving. A voice behind him tells him he begs to differ. Geralt turns around to see a courtesan rise from the stairs leading up to the throne, and unmasking himself. This, is the King of Beggars. The KoB tells Geralt he knows he's been looking for him, Geralt has been causing trouble. Geralt can say he only did what he had to or says the KoB can blame Iorveth. The KoB is generally disinterested in both responses and says that Geralt in one way or another owes him. Geralt asks what that is and the KoB says that Geralt doesn't need to do anything now, but in the future he will. Geralt is annoyed at the crypticness and confronts the KoB asking where he's got the nerve. Triss quickly however interjects and apologises to the KoB on behalf of Geralt. The duo then leave the crematorium.

Outside, Triss and Geralt converse:

- Geralt can ask what Triss is doing here in Novigrad. Triss says she came here after Loc Muine like many other mages, it was safe for a bit until the witch hunters appeared. Now they must all live in hiding.
- Geralt can ask what Triss' connection to the KoB is. Triss says he helps her organize hiding places for magicians, in exchange for magical help. For example, she hypnotizes guards to make the tasks of thieves easier.

Geralt says he is looking for Ciri and wonders if Triss could help. Triss says she doesn't know where Ciri is but Corinne could know. Geralt asks who this is and

Triss says she is a dreamer, able to dream the past. Triss says she doesn't know where Corinne is currently but knows she's a close friend of Roche. She tells Geralt that Roche has a house next to the Passiflora. Finally, before leaving, Triss tells Geralt that if he needs to speak with her about anything, he can find her at her hideout. She leaves.

***One of several early concept arts for Triss' look***

**Finding Roche**

Geralt goes to Roche's house and meets with the old Temerian commander. Depending on Geralt's choices in The Witcher 2, the conversation shifts. Roche is happy to see Geralt regardless of who he sided with (Himself or Iorveth).

- Geralt can ask what Roche is doing here in the city and Roche replies that Radoivd sent him north to gather forces, he had originally been part of the united armies of the north but the Nilfgaardians smashed through his division, pushing them north of the Yaruga. It was then that Radovid contacted him and ordered him to go to Novigrad. Roche says he now leads a small but powerful guerrilla unit, and has been distributing coins from the treasury on behalf of the king.

- Geralt can ask about the Big Five, contemplating what brings them together. Roche replies that he found out that all of them have a burning hatred of Nilfgaard and so he brokered a deal between Radovid and the bosses (If Roche gave Anais to Radovid then he comments that the negotiations went well, otherwise they went poorly). The Big Five are funded by Radovid now but Roche does find the situation frustrating. He doesn't get much of the coin from this arrangement and the Big Five usually send him on meagre odd jobs. He asserts though that if it means Temeria can remain independent from Nilfgaard, he'll endure it.

***Concept art depicting the Novigrad docks***

Roche asks what Geralt is doing here and the witcher responds that he's looking for someone, Roche says that's not too surprising given Novigrad is relatively free of monsters. Geralt says he needs information from Roche however. If Iorveth was sided with in The Witcher 2, then Roche gets defensive, asking why he should just tell Geralt what he wants given Geralt abandoned him in Flotsam, otherwise he says he can but he needs Geralt's assistance first with a matter. Geralt agrees and Roche tells him to meet at the docks.

**A Shady Merchant**

Geralt makes his way to the docks to find Roche and Iorveth talking with one another. Geralt remarks that he's surprised the two are conversing and not trying to kill one another. Roche assures Geralt that he and Iorveth have put their differences aside for now as they have a common enemy, Nilfgaard. Iorveth confirms this.

Geralt asks what they're doing here at the docks and Roche explains that he's been sent on a job by the bosses to speak to a merchant called Ochman. Roche had previously made an agreement with the merchant that he would send shipments of weapons to the Temerian forces. However he recently learned that only parts of the shipments have arrived so he is going to see what's going on. He says that Temeria can't hope to defend itself with sticks.

The trio go to Ochman's warehouse on the docks and are let in by the guards. There is unfortunately no actual data on what happens here but based on scenes before and after, it can be assumed that a fight breaks out between the trio and Ochman's men, Ochman is subsequently tortured by Roche for information and reveals Ochman is a Nilfgaardian spy.

- It is also unclear if Iorveth himself takes part in this sequence or if it is just Roche and Geralt.

After exiting the warehouse, Roche thanks Geralt for his help and says that Corinne can be found at the Passiflora in the evening. He and Iorveth (assumedly present) leave

***Concept art depicting the Passiflora***

**Meeting Corinne**

Geralt goes to the passiflora. The guards outside however refuse to let Geralt in since he isn't a regular customer.

- Geralt can bribe the guards to let them in
- Geralt can tell the guards that he needs to speak to a regular and if they don't let him in, he'll tell them they were being rubbish guards.

Both options appear to convince the guards and Geralt is let in. Geralt goes upstairs and meets with Corinne. Geralt asks why they are meeting here and Corinne says it's because next door is Hierarch Hemmelfart himself. She'll have to take care of him a little bit. Geralt asks why and Corinne explains that the

Hierarch strongly believes in the power of dreams and so relies on Corinne's power. This of course has been exploited, Roche got the Hierarch addicted to fisstech and Corinne manipulates his dreams in favour of what the underground bosses want.

Corinne asks what Geralt needs her for and Geralt says he's looking for someone. Corinne asks who and Geralt says Ciri, the granddaughter of Calanthe of Cintra, and his surprise child of destiny. Corinne understands and says that unfortunately she cannot help Geralt right now. Because of her orders to influence Hemmelfart, she has to spend a lot of time at his abode on temple isle in the evenings. She tells Geralt to come by in the evening, between 5 and 2, then she should be able to dream for Geralt. She also suggests the following

- Some herbs from a merchant in the poor district. They help intensify the dreams. Corinne notes that fisstech addicts buy it as a substitute so it is perfectly safe for the dreamer
- Wine - helps to release endorphins and intensify the dreams
- Some painting or book about Ciri so that Corinne can focus on her. She remarks that most paintings have been burned but there may be a book on the Cintrian family at the library
- A personal item of Ciri’s - If Geralt has completed q305_blanka then he will say he has Ciri's sword. Otherwise he says he does not have anything.

Corinne leaves to escort Hemmelfart, Geralt now has some objectives to complete

**Gathering Items**

Entering the poor district, Geralt finds the herb merchant being harrassed by some bandits who want the merchant's drugs. The merchant begs Geralt to help and the witcher has the option of interfering or not, if he interferes he has to defeat the bandits

- If Geralt defeats the bandits the merchant gives him the herbs out of gratitude. If Geralt does not interfere he may not be able to receive them, ending this objective.

Geralt goes to the library and asks the librarian if there are any books on Cintra or the Cintrian family. The librarian is busy but says there should be one. Geralt in gameplay finds the book and leaves.

**The Dreaming**

Outside Hemmelfart's residence, Geralt is stopped by the guards who want to know what Geralt is doing here. Geralt says he's here to see the dreamer.

- If Geralt does not have the Cintrian book then the guards will tell him to come back once he has what the dreamer requested.
- If Geralt speaks to the guards at any point other than between 5 and 2, then the guards tell him to come back later as Corinne isn't here.

If Geralt is at the right time and has the items he is let in and goes to meet Corinne, who is telling stories to a dreaming Hemmelfart. They go to another room. Corinne thanks the witcher for bringing her the items and says that there is one more way of improving the quality of the dreams. She says that physical closeness and intimacy can bring out more endorphins which increase the intensity of the dreams, in other words, Geralt can have sex with her to improve what she sees.

- Geralt can accept, saying he'll do anything for Ciri, leading to a sex scene
- Geralt can refuse, saying he knows Roche is close to Corinne and doesn't want to sleep with his friends' lovers. Corinne understands.

Corinne after some preparation enters a state of dreaming while Geralt looks on. Eventually, Corinne awakens and recounts what she saw:

- In the first dream she saw Ciri and another woman speaking with Whoreson Junior. She advises Geralt to speak to Roche about getting a meeting with the crime boss.
- In the second dream she saw Ciri speaking with a sorceress about meeting a certain Margarita Laux-Antille. She says Roche ought to know more about this.
- In the third dream she saw Ciri speaking with a woman in the company of Dandelion. Geralt remarks he'll need to pay a visit to his old friend.

Geralt thanks Corinne for her help. Corinne reiterates that if Geralt finds any other items belonging to Ciri, he should bring them to her. Personal items can be extremely powerful for dreams. Geralt says he'll remember and leaves

Geralt has three new tasks: Meet with Junior, find out where Margarita is, and speak to Dandelion. Beginning **q302_mafia**, **q303_treasure** and **q304_dandelion** respectively.

# q302_mafia - The Gangs of Novigrad

**Author: Ferroxius**
**Character List:**

- Geralt
- Ciri
- Roche
- Iorveth
- Corinne
- Radovid
- Dijkstra (Siggy Reuven)
- Francis Bedlam (King of Beggars)
- Carlo Varese (Cleaver)
- Cyprian Wiley (Whoreson Junior)
- Isengrim
- Redbad de Jonckheer
- Blanka
- Happen
- Peasants

While there is no data on how this quest starts, it can be assumed based on what Corinne suggested at the end of **q301_dreamer**, that Geralt speaks with Roche about getting a meeting with Junior which Roche does.

Geralt enters Junior's establishment to find Junior being examined by a medic, who warns Junior to be careful with the wrappings he applied in case the wound festers. Junior tells him to get out of here and goes to speak with Geralt. Junior asks what the witcher wants and Geralt says he's looking for a woman Junior met with. Junior says he meets with lots of women. Geralt clarifies that she was grey

haired and gave him a letter, wanting to make a deal. Junior is suspicious and says how Geralt learned of this.

- Geralt can say the dreamer told him. Junior says that clearly this dreamer of his messed up and that he doesn't deal with idiots.
- Geralt can say it's none of Junior's business. Junior scoffs and remarks on Geralt's boldness.

Regardless, Junior orders his men to throw Geralt out leading to Geralt fighting and besting the men (it is unknown if this occurs in gameplay or a cutscene). After defeating the men Geralt asserts that he might be obtrusive, but he's effective. Junior remarks that although he doesn't like Geralt, he respects his strength. Geralt repeats his question on if Junior met the grey haired women and Junior confirms he did. Geralt says he wants facts and Junior reminds Geralt that this is Novigrad, everything has its value. Geralt confirms that, saying Roche told him. Junior inquires about Geralt's familiarity with Roche which Geralt can confirm or remain quiet on.

Regardless, Junior says that if Geralt wants information on his meeting with the grey haired woman, Geralt will need to do a task for him first. Geralt asks what that is and Junior tells Geralt to speak to Roche about setting up a meeting between himself and Redbad de Jonckheer.

Geralt asks who this de Jonckheer is and Junior says that he's an agent of Radovid and he's been snooping where he's not wanted, so Junior wants him dead. Junior explains that recently he acquired a letter between de Jonckheer and a certain Baroness, Floris van Oldenbarnvelt. If the contents of this letter were made public, it would certainly be a scandal so de Jonckheer will endeavour to get it back. Junior plans to use this as leverage to force de Jonckheer to meet with him. However there is a problem, Junior received the letter from his middleman but was also expecting to find a locket, which he did not. This is troubling because

without the locket de Jonckheer won't be convinced that the letter is real, and so he will not meet. Geralt also needs to find Junior's middleman Mockingbird and find out where the locket is. Junior informs Geralt that Mockingbird is undercover at Roche's camp.

Finally, Junior tells Geralt that the meeting place is in a clearing in the nearby forest, in the evening. He also tells Geralt that he will attend this meeting. Geralt says he doesn't want to get involved in Junior's little vengeance but Junior responds that if Geralt wants to learn about the grey haired woman he will be there. He says that he reckons he may need Geralt to protect him.

**Section 1 - Mockingbird**
Geralt goes to Roche's camp and needs to figure out who Mockingbird is. He has a couple options

**Jug**
Geralt speaks with the camp's cook Jug about anyone who's been around lately. Jug however doesn't want to just tell Geralt and says he'll only tell him if Geralt plays a round of the drinking minigame with him. If Geralt wins the game then Jug answers Geralt's question. A stranger came by not long ago and grew close to another camp member Ralph. Eventually though it got violent and Ralph scuttled off not long after. Geralt asks where this Ralph might be and Jug points him towards the barracks.

- Assumedly if Geralt loses the drinking minigame, this line of investigation ends and he has to find Mockingbird another way

**The Quartermaster**
Geralt speaks with the quartermaster who is hollering at the other camp members about knife throwing. He asks if Geralt would care to partake to which Geralt agrees on condition that the quartermaster answers Geralt's questions if

he wins. The quartermaster agrees to that, beginning a throwing knife minigame. If Geralt wins then he asks the quartermaster if any strangers came by recently. The quartermaster said someone did, he gave them a spot for the night but doesn't know much about him, only Ralph could tell him. Geralt asks how they know one another and the quartermaster reveals he found Ralph rummaging through the stranger's saddlebags; he chased him off quickly.

- Geralt can inquire further and ask what Ralph found in the saddlebags. The quartermaster claims he doesn't know anything but Geralt keeps pushing, inquiring about why the quartermaster defends Ralph. Eventually the quartermaster relents, saying that Ralph knows he sells items from the camp on the sly, but that's all he knows about the stranger. He requests Geralt not tell Roche about this.

Geralt asks where Ralph is and the quartermaster directs him to one of the barracks.

**“Ralph”**

Geralt finds Ralph, who is Mockingbird, in one of the barracks as pointed out by the quartermaster or Jug. Ralph asks what Geralt wants and the witcher says he needs to speak with him, Ralph tries to brush him off until Geralt says he knows he's Mockingbird. Mockingbird quickly tells him to shut up and asks what Geralt wants

- Geralt can ask about the letter - Mockingbird reveals that one night he was at the harbour inn when he caught wind of de Jonckheer sending a very important package with a letter. Mockingbird knows Junior has a burning hatred for de Jonckheer so he tailed the messenger, he eventually reached Roche's camp where Mockingbird tried to search his saddlebags. Before he could find anything though he was chased off by Jug. Mockingbird says however he always has a backup plan and instead tried to befriend the messenger. When he tried asking the messenger about the delivery he got

annoyed, and they got into a fight. The messenger left not long after so Mockingbird took to hiring smugglers from the slums. They laid a trap for the messenger, killed him, and took everything he had and gave Mockingbird the letter.

Geralt asks about the locket - Mockingbird says he doesn't have it but knows where it might be. The smugglers he hired to intercept the messenger have a hidey hole in the Novigrad walls. They must have it. Mockingbird also asks Geralt not to tell them he told him, Geralt retorts that they're the least of his worries once Roche finds out about him. Mockingbird says that if Geralt lets him go, he'll tell him something nobody else knows, Juniors plans

- Geralt can let him go - If he does, he can find Mockingbird at a later date. He invites Geralt to drink with him which Geralt can agree to, leading to a drinking minigame. Regardless of the outcome, Mockingbird discloses that Junior is ambitious and wants to advance in the ranks of the Big Five. He knows that the bosses dislike de Jonckheer snooping around so he reckons getting rid of the spy will be a big boost to his reputation.
- Geralt can denounce him in front of Roche - Roche takes him away to be interrogated and promises he'll tell Geralt if he learns anything. Later on, Roche comes back and says that unfortunately Mockingbird was either stubborn or weak-bodied, he perished before Roche could learn anything about Juniors plans. Geralt can also after doing this, disclose that the quartermaster has been selling gear on the side. Roche thanks Geralt and leaves to confront and presumably dismiss the quartermaster.

**The Smugglers**

Geralt goes to the hideout as specified by Mockingbird. Once there, he meets with the smugglers who demand to know what Geralts is doing here, and if he has no business to get out. Geralt says he's looking for the locket they took from a

messenger. They respond however that they don't want to give it to him. Geralt has two options
- He can offer to pay for the locket. They say that he'll have to pay 500 crowns for it. Geralt can accept and gets the locket, or refuse which goes to the other option
- He can threaten them to give it to him. This leads to a fight. After defeating the smugglers, Geralt retrieves the locket

**Section 2 - Redbad**
**Note: There is a segment missing here that seems to involve Geralt and Roche finding and fighting a cockatrice. The only information suggesting this is the aftermath scene.**

After dispatching the beast, Roche asks what that monster was. Geralt comments that it was a cockatrice, they like moisture and tend to hide in nooks and crannies. The ruins of the old port they're in are an ideal place for breeding. Roche comments that in spite of this the church proclaims that Novigrad is free of post-conjunction creatures.

- Geralt can ask why Roche is hunting monsters for coins. Roche says he has to make a living somehow. If it were up to him he'd spend his days in the Passiflora drinking, but he isn't made of coins.

Geralt says he needs to speak with Redbad de Jonckheer and that Roche could get them a meeting. Roche asks what this is about but Geralt says he can't say. Roche begrudgingly accepts since he trusts Geralt, and tells him to meet him at Radovid's ship, the HMS Oxenfurt, which is docked in Novigrad bay. He leaves.

**An Elite Party**
Arriving near the ship, Geralt meets with Roche as well as Corinne. Geralt asks why Corinne is here and Roche says that on the Oxenfurt, there is a party going on with many prostitutes being present. Corinne is going undercover as an

"offering" to Radovid to see if she can learn things for Roche. Geralt remarks that despite working for Radovid, Roche doesn't trust him. Roche confirms this.

- At this point, Geralt also has the opportunity to disclose to Roche that Junior plans to kill de Jonckheer. Roche asks if this information is reliable and Geralt confirms he heard it from Junior himself.

The trio make their way to the ship. The guards at the entrance ask who they are and Roche introduces himself. The guard asks who Geralt and Corinne are. Roche says Geralt is a friend of his and Corinne is an offering for the king. The guard accepts that as long as Geralt leaves his weapons behind, he can come back for them later. Geralt accepts and the trio board the ship.

On the ship, there is a party in full swing. Corinne leaves the group to go see Radovid while Geralt and Roche make their way to de Jonckheer. The redanian recognises Roche as well as Geralt as the one who saved his life. Geralt can act confused, saying he doesn't recognise de Jonckheer, the redanian affirms that Geralt told him to avoid a passage between Oxenfurt and Novigrad. Had he not done so he would most certainly be dead

- This dialogue may be referencing a Minor Quest involving an encounter between Geralt and de Jonckheer, this is speculative however.

De Jonckheer asks what they want and Geralt says that he's here on behalf of Whoreson Junior, who wants to meet with de Jonckheer. He has a letter the redanian sent to a certain Floris. Geralt also hands de Jonckheer the locket he retrieved from the smugglers. De Jonckheer is notably distressed at this news and chides Roche, saying that he assured him that the messenger would make it undisturbed, Roche apologises for the mess.

Geralt has a major choice to make here

- He can inform de Jonckheer that Junior plans to kill him. If Geralt also told Roche this then he backs up Geralt's claim. De Jonckheer says that he must get this locket back at all costs however and asks if the witcher would help defend him from Juniors men. Geralt agrees.
- He can remain quiet and tell de Jonckheer where to meet Junior. De Jonckheer understands and will see Geralt there.

**The Eagle King**

After speaking with de Jonckheer, Geralt and Roche make their way to Radovid who Corinne has been speaking to for the time being. On seeing the two, the king calls them over and dismisses Corinne briefly. Radovid says he is glad to see Geralt again. Geralt can confirm this or say that he only came over because the king ordered him. Radovid can be irked by the comment but waves it off for now. Radovid then comments on the fate of Anais from The Witcher 2:
- If Geralt and Roche gave Anais to Radovid then the king thanks Geralt for this.
- If they gave Anais to Natalis then the king says he does not hold it against Geralt. Roche chimes in saying it was his call but Radovid says there is no need for Roche to lie. He knows it was a decision the both of them made.

Radoivd asks Roche how his mission has been going. Roche reports that the men are training well and should be ready to fight the Nilfgaardians within a couple months. He also reports that he formed an alliance with some Scoia'tael (Referencing the exchange from **q301_dreamer**). Radovid is surprised at this given Roche's history with the elves but does not refuse their help, praising Roche for spending the redanian coin well. He remarks that it may be possible that they will indeed push Nilfgaard back and Novigrad can remain a free city.

Radoivd asks Geralt what he is doing in the city.
- Geralt can say he is just looking for work
- Geralt can say he's just trying to escape the war

- Geralt can say it's unimportant why he's here

Regardless of how Geralt answers, Radovid says he could do with some help from the witcher. Geralt asks what he wants and the king says that he wants Geralt to find Philippa Eilhart (If Geralt chose to save her during The Witcher 2, he will comment on this saying that he would have had Geralt killed had things not grown out of control politically). Radovid says that he suspects Philippa is hiding somewhere in the city like most other mages, if Geralt finds her or a lead, he will earn a sizable reward. Geralt can accept or refuse. If he refuses then Radovid says that should Geralt change his mind, he can return later. This is the hook for **sq302_philippa**.

Geralt, Roche and Corinne leave the ship. After leaving, Roche says he's glad they didn't stay there too long, he hates speaking with Radovid. Geralt asks why and Roche says that Radovid is like a viper, you never know when he is sleeping or ready to bite. Geralt comments though that Roche still works for him and Roche replies that it's because Radovid is the only one who can oppose the Emperor. They part (If Geralt sided with de Jonckheer then they will meet again in the clearing)

**Path 1: Side with Junior**
Geralt makes his way to the clearing where Junior and his men are waiting. After some time, de Jonckheer appears with some men and Junior goes to him. De Jonckheer demands to know where the letter is but Junior coyly says that he won't be needing it anymore. De Jonckheer warns Junior that he has crossbowmen in the bushes nearby, if he tries anything he will be shot. Junior replies that he is already aware and has had them taken care of, it is over for de Jonckheer. A fight breaks out and Geralt must assist Junior in killing de Jonckheer and his men

After the fight, Junior thanks Geralt for his help and as promised tells Geralt what he knows about Ciri…

**Path 2: Side with de Jonckheer**
Geralt meets with de Jonckheer and Roche near the clearing and they make their way to where Junior and his men are waiting. Junior demands to know what Roche is doing here and Roche responds that he is destroying Junior's plans. Junior retorts that Roche would in turn destroy his standing in Novigrad. Roche scoffs that he knows Junior didn't agree with the Big Five about this, because nobody in their right mind would stand against Radovid, he orders Junior to give up. Junior snaps that he'd rather eat lice and he'll be killing de Jonckheer whether Roche likes it or not. A fight breaks out and Geralt must assist Roche and de Jonckheer with killing Juniors men and knocking out Junior.

After the fight, Roche says he'll be taking Junior to his camp for some interrogation and that Geralt should come by after sundown.

- If Geralt exposed Mockingbird to Roche then he will ask Roche not to let Junior die. Roche promises he'll be careful

Geralt comes by Roche's camp later on to find Roche outside a tent. Geralt asks if Roche spoke to Junior and Roche chuckles to himself, saying it was more like hearing a swan sing. Geralt tells Roche to spare him the riddles and Roche says that Junior told him everything. Geralt asks if Junior is still alive and Roche says it didn't take much to make him talk, he had to just pull his trousers down. Geralt says he's not interested in Junior's balls but Roche responds that that's just it, he has none. Someone cut them off recently, the wound is so tender he didn't even have to put salt on it for Junior to squeal.

Geralt enters the tent to find a tied up Junior. The boss angrily asks what Geralt is doing here and the witcher responds that Junior still needs to tell him about the

grey haired woman. In exchange, he'll get Roche to stop messing with a certain part of his body. Junior relents and tells Geralt what he knows about Ciri…

***Ciri Flashback 1***
Ciri and a woman called Blanka are outside Juniors establishment. The guard outside asks what they want and Ciri says they want to speak with Junior. The guard says not just anybody can see the boss, Blanka pipes in and says they have news from Philip Willey, Juniors brother. The guard perks up and allows them in.

Ciri and Blanka meet with Junior who asks how his smart little brother is. Ciri asks why he calls him smart and Junior says that he's heard Philip has settled down as a Baron down south. He says it's impressive given their father only taught him how to herd swine. Ciri hands Junior the letter which he reads. He says that according to this, Ciri has a key to his fathers stash. Ciri confirms that she has this and that Junior can have it in exchange for information on a witcher and a sorceress. Junior annoyingly asks how he'll know this and Ciri says she knows Junior is well connected, he will find out about these two or he won't get the key. Junior says he'll be happy to help but wonders if first, Blanka would like to meet him somewhere in private. Blanka coldly refuses and Junior responds that all the girls he's been with say nothing but praises. Ciri shuts him down however saying that her friend said no. Junior relents and says he'll find out about these two, then maybe in the future Ciris' friend will change her mind. He asks what the names are and Ciri says Geralt of Rivia and Yennefer of Vengerberg.

***Ciri Flashback 2***
This section only happens if Geralt completed **q304_dandelion.**

Junior finishes saying that's all he knows. Geralt says however he knows Junior is lying and that he met Ciri again at a brothel. Junior asks how he knows and

Geralt said Dandelion told him. Junior relents and describes what happened at the brothel…

Ciri rushes into the brothel to find Zoltan nearby. She asks if a woman called Blanka came in here recently, adding that she isn't a whore. Zoltan says she did and she went upstairs to see Whoreson Junior. Zoltan warns Ciri to be careful though because Junior is well guarded. Ciri responds that its them that need to be careful

Ciri rushes upstairs and slays Juniors men before bursting into a nearby room to find Junior and a beaten Blanka. Ciri fights and defeats Junior, castrating him in the process as retribution. She then quickly frees Blanka and the two escape out of the window.

**Wrapping Up**
If Geralt sided with Junior then he finishes and parts ways with Geralt. Ending the quest.

If Geralt sided with de Jonckheer then Roche enters the scene saying he plans to take Junior to the Big Five to see what they have to say, Geralt can tag along.

Geralt enters the Big Five's meeting room and watches the scene unfold with Roche. Junior has been thrown in a nearby cage and the other bosses are debating on what to do with him. Cleaver says that they cannot have all five of them be compromised because of the actions of one. Junior retorts that de Jonckheer was nosing where he shouldn't be and that Radovid will use his info to destroy them. Isengrim counters by saying that Radovid would investigate if he found out his agent was murdered, and knowing him that means anyone and everyone would be interrogated. Bedlam adds that if they want de Jonckheer to die they will collectively agree on it, and that Juniors behaviour is unacceptable.

Cleaver comments however that they are being unreasonable as well by locking Junior in a cage, commenting that they agreed to a ruleset that prohibited any boss from being imprisoned or killed by another. Dijkstra says then that they will vote on whether or not to free Junior. Bedlam and Cleaver say they want him freed while Isengrim and Dijkstra want him imprisoned, a tie. Dijkstra concludes then that since there's no unity, Junior will be let out but on condition that Junior shares his extortion profits and surrender his fisstech businesses to Dijkstra. Junior loudly protests this but the others agree. Dijkstra says they'll discuss details but without witnesses, prompting Geralt and Roche to leave.

Geralt and Roche part ways and the quest ends.

***Concept art depicting Oxenfurt/White Bridge. CDPR swapped the name of the city between Oxenfurt and White Bridge twice during development.***

# q303_treasure - Count Reuven’s Treasure

**Author: Ferroxius**
**Character List:**

- Geralt
- Triss
- Margarita
- Dijkstra
- Dudu
- Menge
- Felicia (Blanka)
- Roche
- Happen
- Bart
- Witch Hunters

**Meeting Djikstra**
Geralt talks to Roche and says he’s looking for Margarita. Roche comments that she's been arrested and is likely due for the stake soon since Felicia was recently burned. He says that the only person who could get Geralt past the temple guard is Sigi Reuven (Dijkstra), Roche comments that Geralt is in luck as Reuven is currently hosting a meeting with the Big Five at his bathhouse in the red light district. The duo head off for the bathhouse.

Geralt and Roche arrive outside the bathhouse, outside is Reuven’s assistant Happen, who asks what Roche is doing here. Roche says he wants a meeting with Reuven and his friend is to join him. Happen says it's not likely they’ll want to see him, especially Geralt who they do not know. Roche says he’ll vouch for Geralt. Happen understands and disappears inside the bathhouse.

A little while later Happen reappears and says that the duo are permitted to enter, they must first though disrobe. Geralt can refuse but Happen will insist, saying that the steam of the bathhouse would harden his leather and rust his steel. Geralt relents and disrobes, putting on a loincloth. He and Roche enter the bathhouse.

As Geralt and Roche walk through the bathhouse they see a man storm out of a private room, muttering to himself about how politics are bad for business. He barges past Geralt and Roche before exiting. Geralt asks Roche who that was and Roche says that was Whoreson Junior, one of the Big Five, Roche says he can get Geralt a meeting with him if he needs one (this may be a hook to begin **q302_mafia**). Geralt asks why he has to meet these crime bosses and why they can't just wait until Reuven is done. Roche says that the Big Five rule this city, and as such they know everything. If Geralt gets into any trouble it'll be good for them to know that Geralt isn't a problem. Geralt understands and they head in.

Geralt and Roche meet with four of the big five members. Roche introduces them to Geralt

- Sigi Reuven, known as "Hog", who runs the red light district. Geralt and Reuven, who is actually Sigismund Dijkstra, confirm they've met one another before.
- Francis Bedlam, known as the King of Beggars, who runs the poor district (There is no dialogue but it can be assumed Geralt and the KoB also confirm they've met earlier).
- Isengrim Faoiltiarna, known as "Wolf". He is a former scoia'tael leader and runs the outskirts.
- Karl Varese, known as "Cleaver", who runs the market district.
- Roche also mentions the absent Cyprian Willey, known as "Whoreson Junior", who runs the rich district.

Roche introduces Geralt as his friend and says he can personally vouch that Geralt will not cause trouble for the bosses, and as such he suggests the bosses show him the same courtesy and not bother him. The Big Five agree.

Roche says they'll leave them to their business now but Dijkstra quickly says that they are actually finished, he dismisses the other boss, leaving only Geralt and Roche. Dijkstra says he has a matter to discuss with Geralt and summons Happen to bring their clothes. Roche asks what these plans are and Dijkstra responds that it is between him and Geralt, Roche is not involved here. Roche understands and says he'll head back to camp, if Geralt needs him he'll be there. After dressing themselves, Dijkstra asks what Geralt is doing here and Geralt says he needs to speak to Margarita Lauz-Antille. Dijkstra says that'll be difficult, Menge is one tough bastard. He does say however that should Geralt assist him in a matter, he may be able to help him reach Margarita. Geralt agrees or not (If he disagrees then Geralt can come back later to resume the quest). On agreeing, Dijkstra tells Geralt to follow him downstairs and to not draw his sword unless asked, they leave.

Going deep below the bathhouse, Geralt and Dijkstra reach a vault with a blown open wall, guarded by a cyclops beating his head against a wall, Dijkstra stops him. Dijkstra lays the situation out for Geralt: The vault contained savings from various prominent merchants in the city, a few days back however the lot had been stolen, Geralt will find out where this treasure is.

- Dijkstra also discloses that the story he knows from Bart, his cyclops guard, is that Bart was guarding the vault when suddenly he heard an explosion, went to check, and promptly fell asleep. Bart comments that he did remember seeing "daddy" before he fell asleep. Dijkstra says however that he was not down here on the day of the break-in, someone else had impersonated him and lulled Bart to sleep.

- Dijkstra also discloses that the sewers connected to the vault are particularly dangerous due to a poisonous “pops mold” that grows down there. He warns the witcher to be careful and to get some antidote if he plans to investigate there. If Geralt met Graden during q103_witches then he can ask him for some help, Graden will teach Geralt a recipe for an antidote consisting of snails found in the poor quarter and some mushrooms from the area. Geralt can use this to explore the sewers.

Geralt gets to investigating while Dijkstra watches over him:

- **Stones** - Geralt comments on some stones surrounding a grate. Dijkstra says though that if Geralt is thinking they’re magical, they aren’t. He’s done a sweep already for any magic traces.
- **Pipes** - Geralt notices that the pipe is bent outwards as if something exploded from within, he also notices that there are bits of pipe across the room concluding it must’ve been powerful. Dijkstra isn’t certain though as he says someone would have heard it. Geralt comments that the vault is far enough underground, the only person close by was Bart.
- **Troll Juice** - Geralt examines a piece of broken pipe and sniffs it, smelling Troll Juice. Dijkstra asks what that is and Geralt says its a highly corrosive man-made substance, it explains why the pipes are free of any bomb residue. It should be easy though to track where it was deposited.
- **Bart** - Geralt asks Bart if he remembered anything else. Bart says not really. Geralt noticed the door he and Dijkstra entered the vault through is heavy, would only Bart be able to open it? Bart confirms only he could, on the day of the break-in he had let only “daddy” in. Geralt comments that it means they can’t have entered or exited through the bathhouse, it must be the sewers.
- **The Sewers** - Geralt can find the corpses of some thugs with a peculiar tattoo, as well as some corpses of witch hunters. Geralt is unsure though what the connection is.

After Geralt has finished investigating, he concludes that someone on the day of the break-in must have dropped a bomb down one of the baths, it came to rest at the vault and exploded, then this thief went downstairs, put Bart to sleep and stole the treasure. Geralt and Dijkstra head back upstairs to find the bath. Through gameplay, Geralt examines the baths and finds one that seemingly has no corrosion, concluding it is the right one. Dijkstra has Happen bring in the guest book, who reports that Dudu Biberveldt has been using this bath the past couple months. Geralt is told that the halfling has an inn in the city, Geralt sets out to find the potential crook.

Arriving at the inn, Geralt speaks with a waitress who doesn't know why Geralt is here as the kitchen is closed currently. She walks off. Geralt then speaks with the cook who reiterates that they have no food or drink to serve. Geralt asks if the cook knows Dudu to which the cook replies that he's not a regular but always sends his compliments to the chef. Geralt says he's confused as he was under the assumption that Dudu owned the place, the cook tries to play it off by saying he didn't know that, it's evident somethings up. Geralt then speaks to the innkeeper and asks if Dudu is around, the innkeeper says that he's out of town, Geralt asks if he could look around and the innkeeper says no as the staff are preparing food for the guests. Geralt says that he was told no food was being served today.

The innkeeper sighs and admits defeat, revealing himself to be Dudu, who was also secretly the waitress and the chef. He asks what Geralt is doing here and Geralt says he's investigating the heist on Dijkstra's vault. Dudu confesses that he robbed it, with Chappelle who was another doppler. The plan was that Dudu would enter the bathhouse, drop the bomb down the bath and meet Chapelle at the meeting point. Chapelle was disguised as Dijkstra who went downstairs to put Bart to sleep. He didn't hear anything from his friend, only to see him burned at the stake a few days later, alongside the sorceress Felicia.

Geralt says he's starting to see the pieces fall into place. The witch hunter corpses, the sudden rise to power of Menge, the burning of Chapelle. He concludes that Menge most likely ambushed Chapelle when he was escaping, taking the treasure for himself. Dudu says that's troublesome as nobody can just get in to see Menge. Dudu however suggests that the witch hunters see mages as monsters, and Geralt is a monster hunter, he could bring one to them to get access. Geralt comments that Triss may be the one to help there. Dudu agrees, saying she should make a good bait.

- If Geralt also found the skinhead corpse, he'll mention this to Dudu and describe the tattoo. Dudu says there are several skinhead gangs in the city but he should be able to find out more if Geralt meets with him at the bazaar on the docks, he leaves.

**Investigating the Skinheads (Optional)**
If Geralt told Dudu about the tattoo then he goes to the docks and is approached by a thug who reveals himself as Dudu in disguise. He tells Geralt he found the gang he's after and gives a description of how to get there. Geralt tells Dudu to go back to the inn but Dudu refuses, saying he'll stick around and watch Geralt's back. Geralt understands and they head off.

Geralt and Dudu head to a square to find it littered with skinhead bodies, and some sort of fight had taken place. One skinhead still lives however and Geralt approaches him. Geralt asks what the skinhead knows about treasure and the skinhead says that they were given a contract by "Menge", who turned out to be an imposter. Most of the gang were killed trying to do this contract so they confronted the real Menge about this. The real Menge convinced them they had been conned and gave them another contract to find this imposter. They eventually found the fake Menge at the docks, who was secretly Chapelle in disguise. They informed the real Menge who had Chapelle imprisoned.

**The Hunters Barracks**
Geralt goes to see Triss about getting in to see Menge. He informs the sorceress that he and Dudu have formed a plan that requires Triss to be bait. Triss understands and says where they'll meet. Geralt says the broken arrow inn, and they part

Meeting at the broken arrow inn, Triss reveals to Geralt that she has a dimeritium choker that is actually a fake, it should give the impression she is harmless when in fact she is fully capable. Geralt can compliment her quick thinking which she thanks the witcher for. Geralt also comments that Triss' outfit isn't exactly ideal for the barracks, she doesn't resemble a mage. Triss acknowledges this, saying that she had to make sure she wasn't nabbed along the way, she'll change when they're nearby, she assures Geralt she's still sorceress underneath. Geralt can flirtingly say he knows or remain silent.

Approaching the barracks, Triss momentarily leaves to change. She returns in her mage outfit and puts on the collar and has Geralt tie her hands. They then make their way to the barracks. The duo are stopped by the guards outside asking what they want. Geralt says he's here to hand in a witch for a reward. The guard asks why he shouldn't just arrest Geralt too since he's a freak too. The other guard comments that the witcher has wit, he managed to put a collar on the witch. The first guard agrees and says they know the drill, they'll take Triss inside and Geralt will get his reward. Geralt refuses, saying he knows they'll take her away and the next guards to come by will laugh in his face and give no reward. He's going in with her. The guards scoff and say Geralt's got some nerve to try that, it seems evident a fight is about to kick off. Before that happens a witch hunter commander appears and reprimands the guards, saying they clearly did not recognise the witch in front of them, Triss Merigold. The leader apologises for the cadets behaviour and lets Geralt in with Triss.

***Concept art depicting the Witch Hunters***

Once inside, the leader asks how Geralt managed to capture Triss. Geralt claims he seduced the witch and slapped the choker on while she slept. The leader commends Geralt's ingenuity. While the leader laughs to himself Geralt tells Triss that it's time they told him their demands. The leader is confused at this. Suddenly Triss strikes her arm out and lifts the leader up with magic, pinning him to the wall and choking him, stifling any screams.

Geralt asks the leader the following questions:

- How did Menge nab Chapelle? The leader says Menge knew the imposter was gearing up for a heist and laid in wait. After ambushing the robbers he

locked up Chapelle and burned him at the stake not long after. The leader says he doesn't know where the treasure is, nor does he care.

- How are Menge and the Witch Hunters connected? The leader says that up until recently they have not had much capability to hunt down mages in the city. Menge approached them with a deal to help him become head of the Temple Guard, in exchange they would have more freedom in the city. As such, Menge owes a lot to the witch hunters and will obey any commands they give, this deal must be kept secret so Menge only meets with the hunters at the confessional in the chapel.

After finishing the questioning, Geralt tells Triss that'll do now. Triss however is evidently psyched up from casting the spell and says she wants to kill the leader

- Geralt can tell her to go for it and she does, choking the leader to death. After doing so, Triss tells Geralt he shouldn't have let her do that, she feels disturbed about it and says she needs to go. Before Geralt can respond, Triss rips off the choker, blasts him through the Witch Hunter Barracks' door, and leaps out of the window, escaping. The guards ask what happens and Geralt says he got cheated by the merchant that sold him the choker. He leaves to meet Dudu.
- Geralt can tell her that killing him could make things worse, the hunters will intensify their efforts. Triss calms down and understands. She quickly chokes the leader unconscious then bends over and blows an energy looking like rose petals in his face. Triss says he shouldn't remember anything once he wakes up, although she comments that won't be the same for the guards outside. Triss escapes out the window and Geralt has to deal with the guards. Once dealt with he leaves to meet Dudu

Returning to Dudu, Geralt explains what he learned from the leader and the duo make a plan. Dudu will disguise himself as the witch hunter leader and go tell Menge to meet at the chapel. Then once Menge arrives they will capture him and

force him to release Margarita. Dudu says though that he doesn't know what this leader looks like. Geralt through gameplay must describe what the leader looked like to Dudu in the following categories

- The leader's face shape
- The leader's facial hair
- The leader's eyes
- The leader's tattoos or piercings

If Geralt gets the appearance wrong then they will try again until they succeed. On succeeding Dudu heads out to find Menge while Geralt makes his way to Triss to see if he can recruit the sorceress for help.

Arriving at Triss' house, Geralt and Triss comment on whether or not Geralt let Triss kill the witch hunter leader.

- If Triss killed the leader she is happy one less scumbag is roaming the streets
- If Triss didn't kill the leader she feels that Geralt shouldn't have stopped her. Geralt responds that he said his reasons, she didn't need to listen. He asks if the leader will remember anything and Triss assures Geralt he won't.

Triss asks what Geralt and Dudu have planned. Geralt explains the plan:

- If Triss killed the leader Geralt says it would probably be best if Triss didn't appear given the recent upheaval around the hunters. Triss is disappointed but agrees.
- If Triss didn't kill the leader, Geralt says he'd like Triss to come along and help. Triss agrees and asks what Geralt needs of her. Geralt says she should stay back and intervene if things get hairy, otherwise stay out of sight. Triss understands.

Dudu enters the scene and says he spoke with Menge's servant. He will be at the chapel soon. Geralt asks if the disguise faltered and Dudu assures him it is perfect. He takes his leave. Before Geralt leaves, Triss warns Geralt to take care of himself, Geralt assures her he will. Triss suggests they hug before going

- If Geralt agrees then they hug and kiss before Geralt heads out (The kiss may be dependent on how much Geralt has flirted with Triss up until now).
- If Geralt disagrees then he just leaves.

Arriving at the chapel, Geralt (and Triss if present) enters and finds Dudu still in disguise. He ushers the witcher (and sorceress if present) inside and says Menge should arrive soon. Geralt asks how Dudu managed to clear the chapel, the doppler says he has his ways.

Geralt hides in the confessional as Menge enters the scene with an escort of guards. Dudu requests Menge leave the guards outside and Menge snorts but complies, saying this better be a good reason to meet. Menge enters the confessional and asks the commander (Geralt) what the meeting is about. Geralt asks if it is Caleb Menge, Menge asks why the commander sounds different. Geralt suddenly punches through the confessional, grabs Menge by the throat and pulls him through the screen, saying that Chapelle sends his regards.

Menge shouts for his men, saying it's a trap. Geralt knocks out Menge and exits to face the escort that he must defeat (If Triss was recruited she will appear to assist). On defeating the guards Geralt brings Menge forth and demands he talk about the treasure, Chapelle, everything. Menge says that after nabbing Chapelle he experimented on the doppler and learned two things

- Dopplers are unable to control their form when exposed to great pain.
- Any wounds or scars inflicted on dopplers remain even after shifting form.

Geralt has two options here

- He can demand Menge release Margarita in exchange for walking. Menge agrees and tells Geralt he'll find the sorceress in the poor quarter. Geralt asks how he knows he can trust Menge. Menge replies that the witcher has his balls in a vice currently, if he needs to see him he has a public office. He will release Margarita. He leaves.
- He can hand Menge over to Dijkstra so he can learn about the whereabouts of his treasure. Dijkstra thanks Geralt for the help and says he'll get the location of his treasure out of Menge, guaranteed. Geralt asks if Dijkstra could help him get onto Heretic's Isle to rescue Margarita. Dijkstra discloses however that the sorceress is dead, he did however manage to extract her interrogation report and gives it to Geralt as thanks for the help. He leaves

**Finding Margarita**

If Margarita was freed then Geralt finds her later on in the poor quarter as promised by Menge, badly beaten but alive. He talks to the sorceress and she recounts her conversation with Felicia…

If Margarita was killed then Geralt reads her interrogation report and learns of her conversation with Felicia…

***Ciri Flashback***

Ciri is hiding behind a door eavesdropping on a conversation between Margarita and Felicia (Felicia is secretly Blanka in disguise). Felicia says she is looking for Yennefer. Margarita asks why and Felicia says she has tidings from her lover. Margarita says she's currently in Skellige.

Suddenly, a noise is heard upstairs, it's the temple guard. Margarita tells Felicia to bar the door with a spell while she prepares an attacking spell. Felicia freezes

up however (Blanka is not a sorceress evidently) and looks towards the concealed Ciri. The guards burst in and knock Margarita out and surround Felicia. Ciri in the moment reveals herself and defeats the guards. She then runs out with Felicia.

# q304_dandelion - Broken Flowers

**Author: Ferroxius**
**Character List:**

- Geralt
- Ciri
- Dandelion
- Zoltan
- Pricilla
- Ettariel
- Marquise Serenity
- Marabella
- Vespula
- Elihal
- Rosa
- Edna
- Molly
- Mary Louise La Valette
- Voorhis
- Oliver
- Children
- Peasants
- Junior's men

**Meeting Dandelion and Zoltan**
Geralt enters the Rosemary and Thyme and meets a partly drunk Dandelion and Zoltan and they have a chat about current events including a talk on Junior and how Dandelion came to inherit this establishment (He got it from Whoreson Senior who was fond of Dandelion's ballads).

- If Geralt has not found Roche yet in **q301_dreamer** he can ask Dandelion who says that Roche is probably at the passiflora. He can also chat with Dandelion and Zoltan about what's going on in the city since he recently arrived

Geralt tells Dandelion that Ciri was in Novigrad recently and that according to Corinne, he had met with a companion that Dandelion had spoken to earlier. Dandelion and Zoltan confess that they've been drinking a lot since they got to Novigrad. Dandelion says he doesn't remember much but says that he might have written it down in his journal which he gives to Geralt.

From the journal Geralt reads the following names (In true Dandelion fashion it's all in poetry):

- Ettariel - Works at the passiflora and is in high demand.
- Marabella - Teaches children and was a former student of Dandelion
- Vespula - A worker who runs a laundry shop
- Elihal - A worker who runs a sewing shop
- Rosa var Attre - A Nilfgaardian aristocrat's daughter
- Molly - A chambermaid of a Baroness La Valette

**Ettariel**

On reaching the Passiflora, Geralt talks to the Marquise about seeing Ettariel, she echoes what Dandelion said, that Ettariel is highly popular and that Geralt will have to make an appointment.

- Geralt mentions Dandelion at some point and the Marquise also mentions that Dandelion is a regular for Ettariel.

Geralt can either put himself on the reserve list and wait two weeks or he can convince the Marquise to let him in by presenting himself as Geralt of Rivia. Or

he can bribe the Marquise and they play dice until Ettariel finishes up with a client.

Eventually Geralt meets with Ettariel and asks about Dandelion but she thinks Geralt is a messenger to read one of Dandelions poems and refuses him,

- If Geralt put himself on the list or bribed Marquise then she also says that since he paid for her Geralt can have sex if he wants. Geralt can agree or not.

**Marabella**
On arriving at the school, Geralt can hear an ongoing lesson. If he interrupts, asking for Marabelle then she will ask Geralt to wait outside until she's done. Geralt agrees and waits.

Once done, they talk. Geralt asks if Marabella was by the tavern recently and if she talked to a grey haired woman. Marabella says she never goes to the tavern so she hasn't.

**Vespula**
Geralt can come across Vespula being harassed by some of Juniors men. Apparently she had been getting protection from Junior but now needs to pay up coin she doesn't have.
Geralt interjects with the following options:

- Try to pay off the men. They refuse saying Vespulas gotta pay or she gets punished.
- Tell them to leave. This starts a fight with them.
- Tell them Vespula has new protection. They ask whose and Geralt can say either Reuven, Whoreson, Isengrim, the King of Beggars, or his own. If Geralt chooses the Whoreson or himself then he has to fight the men. Otherwise they leave out of fear.

Geralt asks if Vespula had met with Ciri at the tavern since she had been recently together with Dandelion. Vespula says she didn't since Dandelion was dirt poor most of the time but does recount him preening a blonde woman around town, claiming it was his niece from Kovir.

**Elihal**

Geralt enters Elihal's shop to find Elihal there to greet him, Geralt is confused though since he expected Elihal to be a woman. Elihal tells Geralt to wait a minute and goes off. When he returns he's dressed up convincingly like a woman.

Geralt asks how he and Dandelion met and Elihal says they met in a tavern and Dandelion was blind drunk. They had a long winded conversation and became good friends.

Geralt asks if Dandelion mentioned any other women and Elihal recounts hearing about a washer woman, a teacher, and a Nilfgaardian aristocrat (Vespula, Marabella and Rosa).

**Molly**

Geralt makes his way to the La Valette house and is initially accosted by the guards who recognise Geralt as Foltest's killer. Geralt says he is here to meet with the Baroness and they let him through without his weapons

Geralt meets with the Baroness who is accompanied by Voorhis and her response depends on if Geralt killed or spared her son Aryan in The Witcher 2.

- If Aryan died, Geralt apologises for doing so and says that he saw no other choice while acting under Foltest's orders. The baroness understands but is still upset about losing her son.

- If Aryan lived, the Baroness is thankful that Geralt spared his life even though her castle burned down.

The baroness asks if Voorhis and Geralt know each other which they agree on. Voorhis asks what Geralt is doing here thinking the emperor has sent him on a secret mission. Geralt asks what Voorhis is doing here colluding with "the enemy". Voorhis denies this saying that the baroness is no enemy and the emperor trusts him.

Geralt asks to see the Baroness' chambermaid Molly and she agrees. Geralt meets with Molly and talks about Dandelion's relationship with her. Geralt asks if Dandelion was with a grey haired woman recently and Molly says it cannot be since she thinks Dandelion has finally given up chasing women, she claims he even stopped writing poetry about other women.

**Rosa Var Attre**
Geralt makes his way to the Var Attre residence. He can get in via two methods.

***The Front***
He can eavesdrop on the guards who say that Rosa is waiting for a new fencing instructor. Geralt can pose as the fencing instructor and he is let in and meets Rosa.

Rosa, thinking Geralt is her new instructor, asks Geralt to fight and Geralt obliges. After the fight Geralt reveals that he's a witcher and not actually Rosa's instructor.

***The Back***
Geralt can sneak around the back and get in. He runs into Edna var Attre, Rosa's sister who demands to know who Geralt is. The captain of the guard also shows

up and demands to know who Geralt is but Edna tells him to escort Geralt downstairs as he is her new swordplay instructor (She is pretending to be Rosa for a prank, she and Rosa look very similar).

Geralt goes downstairs and meets the real Rosa. Rosa, thinking Geralt is her new instructor, asks Geralt to fight and Geralt obliges. After the fight Geralt reveals that he's a witcher and not actually Rosa's instructor. Rosa is confused which also confuses Geralt since he thought he just met Rosa.

***The Reveal***

Edna reappears and explains that dandelion often confused Edna for Rosa and so they occasionally pranked him, they express though that there was nothing between them and Dandelion, who was their rhetoric tutor. Geralt can also ask about a grey haired woman Dandelion was singing about but the two don't know who that was.

- Geralt can also discuss politics with the two since they are both Nilfgaardians. They give some interesting accounts on the history of the war and what it'll take for Emhyr to win.

**Talking to Dandelion**

Geralt talks to Dandelion and summarises that Dandelion was hiding something. The women hadn't seen Ciri but they had mostly claimed Dandelion was with some other mystery woman he hadn't mentioned. A bard from Kovir called "Sweet Callonetta". Dandelion relents that this mystery woman is a talented and extremely beautiful bard called Priscilla that he is very smitten with her, enough that he'd quit being a bard forever to be with her. They had spent some time together before she promptly dumped him, now he’s feeling heartbroken. Geralt says that Dandelion had wasted his time as Pricilla spoke to Ciri. Dandelion says that he’ll help now, but only for Ciri. He claims Pricilla will be performing at the Kingfisher and Geralt can talk to her there about Ciri.

**The Performance**

Geralt and Dandelion go to the Kingfisher to watch Pricilla perform, he explains to Geralt that she's a student of Essi Daven, one of the most talented lute players, second only to Dandelion of course.

Priscilla appears and plays one of Dandelion's ballads much to Dandelion's dismay, she also doesn't sing it well, seemingly intentionally so. Dandelion jumps on the stage:

> ***Priscilla:*** *Dandelion, what the hell are you doing?*
>
> ***Dandelion:*** *My apologies, darling -- stealing my ballad's one thing, but playing it so horribly quite another!*
>
> ***Dandelion:*** *Ladies and gentlemen, please, if you don't object I, Dandelion, will repair what my dear, inexperienced colleague has managed to so thoroughly mangle.*
>
> ***Peasant 1:*** *We object!*
>
> ***Peasant 2:*** *We came to hear Callonetta, not this peasant!*
>
> ***Peasant 3:*** *Sod off!*
>
> ***Oliver:*** *Dandelion, don't embarrass yourself. They want to hear her, not you. Leave on your own, or the boys'll toss you out.*
>
> ***Dandelion:*** *This is an outrage! How dare you treat an artist like this! I will never set foot in here again!*

Dandelion storms off, Geralt speaks with Priscilla after she finishes performing and asks about her relationship with Dandelion. She says that she was sick of the way Dandelion was treating the women in his life and plotted to get back at him. She seduced Dandelion for a brief one night stand and then immediately dumped him, breaking his heart. The poor performance of his ballads was also part of this plan.

Geralt asks if Priscilla had seen Ciri and she says she had. Dandelion had taken her to the golden sturgeon for seafood and had briefly spoken with Ciri (Ciri was wearing makeup to hide her scar but Pricilla had done enough mumming to recognise the coverup). Ciri had been asking after a certain Blanka and Pricilla had said she'd gone off to see Whoreson Junior. Ciri had turned pale as a ghost and ran off immediately, that was the last she saw of her.

- There is a Ciri flashback showing this exchange.

Geralt asks who this Blanka person is and Priscilla claims she works for a mummers troop run by Irina Renarde. Blanka had introduced Ciri to her after a performance one day which is why she recognised Ciri. Geralt asks where Blanka is and Pricilla says she doesn't know. Blanka hasn't been around for some time now and when she doesn't want to be found, she won't be found, she is a doppler after all. If Geralt hasn't completed **q302_mafia** yet then he says he needs to go meet Junior to find out what happened prior to this event. If he has, he knows that Ciri had entered the Rosemary and Thyme to save Blanka.

- Geralt can also speak to Zoltan about the fight. Zoltan confirms what Geralt knows but is shocked to know it was Ciri who he spoke to, he hardly recognised her.

Geralt summises he needs to figure out what happened to Blanka, and the quest ends.

# q305_blanka - The Play's the Thing

**Author: Ferroxius**
**Character List:**

- Geralt
- Ciri
- Dudu
- Blanka
- Dandelion
- Pricilla
- Dudu
- Abel
- Irina
- Zoltan
- Corinne
- Eustace
- Zyzol
- Rosa var Attre
- Edna var Attre
- Performers
- Brawlers

**To Seek a Doppler**
Following on from what Pricilla said in **q304_dandelion**, what Margarita says during **q303_treasure**, and what Whoreson says in **q302_mafia**, Geralt has a few more bits of information he can learn about

**Optional Investigation 1: The Medic**
Following on from **q302_mafia**, Geralt goes to the hospital to see the medic Abel about whether or not Blanka was present (Abel was the medic who treated Junior

earlier). The guard outside refuses to let Geralt in unless Geralt presents the right password. Geralt can choose from the following (it is not clear how he would learn the right password):

- Dihydrocalciferol (The correct answer)
- Ergocalciferol.
- Cholecalciferol.

On getting into the hospital, Geralt speaks with Abel about the time Ciri and Blanka visited. The medic initially says that he cannot tell Geralt as it would violate patient confidentiality. Geralt can bribe or threaten the medic and eventually he spills what he knows.

Abel confirms that the two women appeared some time ago. The grey haired woman had a shallow but long cut across her back, and lost a lot of blood. The other had a badly infected wound over her eye. He had to remove it and cauterise the wound with fire. He notes that he might have disfigured her, but she recovered and left shortly after.

**Optional Investigation 2: Margarita's Basement**

Following on from **q303_treasure**, Geralt finds a beggar called Zyzol hanging outside the hideout Ciri and Margarita were at. Geralt can either pay or threaten Zyzol into telling him what happened. Zyzol relays that he heard a lot of screaming and bloodshed from inside the building before seeing two beautiful women (Ciri & Blanka) rush out before disappearing. Not too long afterwards Eustace the corpse collector showed up and started collecting the body of a guard, on noticing Zyzol he quickly paid him to keep his mouth shut, took the body and left.

Geralt finds and talks to Eustace about the attack. He says that he was collecting corpses as usual when suddenly a guard and a woman with a scar on her face ran around the corner. The scarred woman then gave Eustace a sack of crowns and

told him to go and collect the body of a particular guard who looked just like the one accompanying the girl, Eustace thought the duo were crazy but obliged. He went around to the hideout and found the corpses of multiple guards, one of which was the very same look as the one he just met. Geralt mentions that the guard must've been a doppler and Eustace freaks out that he helped a nonhuman escape claiming he should alert the guard, Geralt forces Eustace to keep quiet however either by threatening him or convincing him that because he "helped" a doppler, going to the guards won't work.

- If Geralt talks to Eustace before talking to Zyzol then he'll pretend to not know anything. Geralt will then be annoyed with Eustace for lying to him once he learns what happened.

**Talking to Dudu**

Geralt talks to Dudu about where Blanka might be as they are both dopplers. Dudu says that she used to pose as an actor in Madame Irina's troupe but started appearing less and less due to the increased prejudice against nonhumans as well as Chappelle's execution following the botched heist. Dudu does claim that dopplers always retain scars in all forms like himself but Blanka doesn't have any as far as he knows.

If Geralt spoke with Abel then he explains that Blanka was in a fight with Junior and lost her eye due to infection. She had caught Junior's attention and he had tried to rape her, but Ciri showed up and fought him off. He also explains here that he is looking for Ciri who was a friend of Blanka.

Dudu and Geralt concoct a plan to lure Blanka out of hiding. Geralt will convince Irina to stage a play about a witcher who is hired to kill a doppler but refuses, the idea is that Blanka will see this and understand Geralt means her no harm. At the same time Dudu will appear at the premiere as himself to show that dopplers are

safe at the theatre. Dudu thinks the plan is risky but is willing to do it. Geralt leaves to meet with Irina.

**Meeting Irina**
Geralt arrives at Irina's theatre to find Irina alongside Dandelion and Pricilla who are having an argument.

> ***Dandelion:*** *Oh! Geralt! You're not gonna believe this! She changed lines in my play! In* ***my*** *play!*
>
> ***Priscilla:*** *Don't know why you're so surprised. You wrote rubbish, so someone had to rewrite it.*
>
> ***Irina:*** *(Trying to change the subject) I'm sorry... Did I hear correctly that we are in the presence of the famous White Wolf?*
>
> ***Dandelion:*** *Rubbish?! Says the author of the Tanner's Guild Hymn, proudly entitled "Coin never stinketh"?*
>
> ***Priscilla:*** *Well, it doesn't. And when the guildmasters came to me, I happened to be in great need of it. That doesn't change the fact that your "Miseries..." is utter shit.*
>
> ***Geralt:*** *(To Irina) Yeah... You could say that.*

Priscilla apparently has also, as part of her master plan to ruin Dandelion's reputation, rewritten some of Dandelion's plays which he is furious about. Geralt is prompted by Priscilla to give an opinion on who he thinks is the best playwright ever. Geralt can answer:

- Van Bommel or Carpatius - These are both fake names Priscilla came up with to test Geralt and she will joke at Geralt falling for it.
- Bolier or Cornelius - These are real playwrights not mentioned by Priscilla. She commends Geralt's knowledge.
- Pricilla - Dandelion scoffs at this.
- Dandelion - Priscilla scoffs at this.

Regardless, Geralt reveals that he is looking for Blanka and he plans to lure her out of hiding by performing a play. Priscilla is suspicious as dopplers would fetch kings ransoms and thinks Geralt is hunting Blanka. Geralt says however that Blanka knows Ciri and he needs her for that, not for money.
Irina agrees to the play proposal and asks Geralt who he thinks should write the script. Geralt can either side with Dandelion or Priscilla here which will earn the ire of the other, below is what happens if Geralt sides with Dandelion:

> ***Geralt:*** *(To Priscilla) Would you do any better?*
>
> ***Priscilla:*** *Geralt... Let's put it this way: who would best handle a manticore, you or Master Piss-in-fright over here?*
>
> ***Dandelion:*** *Oh, you... I... You... I'm going to think up such a scathing allegory, it'll burn you to the core!*
>
> ***Geralt:*** *Thought Dandelion was a great poet...*
>
> ***Priscilla:*** *Why yes, in his own eyes... But sadly some critics consider him a washed-up hack.*
>
> ***Dandelion:*** *Critics! Bah! What do they know! Castrated simpletons who couldn't write two lines of verse to save their lives!*

Regardless, Irina angrily tells Dandelion and Priscilla that they will both write the script or she won't work with them ever again. Both greatly protest to this idea but eventually relent and both leave to await Geralt at the Rosemary and Thyme.

> ***Geralt:*** *Thanks for intervening… Couldn't take much more of that.*
>
> ***Irina:*** *Artists will be artists. It takes nerves of steel to direct a troupe of actors…*
>
> ***Geralt:*** *This won't end well. Either Priscilla will scratch Dandelion's eyes out, or else he'll lecture her to death.*
>
> ***Irina:*** *Or else they'll finally sleep together and make peace. One way or the other… At least I don't have to listen to them any more.*

Before leaving, Irina also tells Geralt that she needs his help with hiring some jugglers to publicise the play, as well as an announcer.

- For security Irina suggests Geralt look around the docks for some men willing to guard the theatre for some crowns.
- For publicity Irina suggests Geralt find the puffins who are excellent street artists who have been quiet as of late.

**The Jugglers**

Geralt finds and talks to the juggler group, saying he wants to hire them for Irina's new play. The jugglers say they will if Geralt pays them.

- Geralt can ask if they'd do it for free, they tell him to fuck off.
- Geralt can agree and pay them. They thank the witcher and head out to publicise the play.

- Geralt can refuse and say he'll manage without them.

**The Announcer**

Geralt can find four announcers for the play. Based on the dialogue of these announcers, they may be from different districts which could determine what sort of people show up at the play. This is speculative however.

- Announcer 1 says he'll publicise the play if Geralt pays him. Geralt can agree or not.
- Announcer 2 says he'd "eat shit for dummies" if Geralt paid him. Geralt can agree or not.
- Announcer 3 is openly hostile to Geralt, even if he pays him. Geralt can agree to pay or not.
- Announcer 4 is being attacked by bandits. If Geralt helps him, he'll help Geralt free of charge.

**Returning to Dandelion and Pricilla**

On arriving at the Rosemary and Thyme, Dandelion and Priscilla are still fighting:

> ***Dandelion:*** *Doppler - tuft of hair? That doesn't rhyme!*
>
> ***Priscilla:*** *Yes, it does. It's called a slant rhyme, ever heard of it?*
>
> ***Dandelion:*** *Sugar, there are two kinds of rhymes: good ones, and bad ones. This is one of the latter.*
>
> ***Priscilla:*** *Call me "sugar" again and I'll stick your arse so full of these quills you'll look like a peacock.*

They eventually settle however and inform Geralt that they have figured out the basis for the play. Reading it, Geralt realises it's a rendition of the story about when he attended a feast with Ciri's parents Duny and Pavetta (**A Question of Price** from The Last Wish). Geralt asks why they chose this and Dandelion recounts how he remembered the fact that Geralt chose to go against Queen Calanthe's wishes to kill Duny, claiming that appearance does not make a monster.

Dandelion and Pricilla then ask Geralt what sort of genre the play should be, melodrama (Priscilla's preference) or comedy (Dandelion's preference). Geralt can choose either option which will earn approval from one and ire from the other.

They then discuss the title. Dandelion proposed "The Changeling, or Not Every Doppler is a Monster" while Pricilla proposed "The Doppler's Salvation". Geralt can choose either option which will earn approval from one and ire from the other.

They then discuss the characters. They are stuck between Priscilla and Irina for Pavetta. Priscilla is the prettier actress but Irina has more experience, Geralt can choose whichever. On tackling the witcher they of course suggest Geralt play the role to which Geralt reluctantly agrees.

Eventually, they go off to write and Geralt waits a day for them to be done. Once done, they give Geralt a copy of the script to give to Irina and Geralt heads off for the theatre.

**The Play**

Geralt brings the script to Irina and they start the play. The play will have some alterations depending on Geralt's choices in tone and actor choice. Whether or

not Geralt hired the jugglers and announcer will determine how many people appear in the crowd (And potentially, what district they're from). Geralt also has a gameplay segment of choosing the right lines to say.

Towards the end, Geralt notices a guard with a scarred eye who he realises is Blanka and motions her to come on up to the stage to "arrest" the conspirator character in the play. After finishing the play, they head backstage.

Geralt first meets Dandelion who evaluates Geralt's performance. If Geralt recruited the jugglers then more people showed up giving the theatre higher profits. If Geralt also didn't flop his lines then he gets a bonus payment. He then goes to meet Blanka.

Blanka, Dudu and Irina have a heartfelt reunion. Blanka agrees to talk to Geralt but prefers to do it somewhere else in case some more fanatics show up, she is still highly cautious.

**Talking to Blanka**
On meeting Blanka at a location (It is not specified where), Geralt can ask the following questions

- Why didn't Blanka speak to Dudu or Irina? Blanka says she was paranoid that someone was watching her, and feared that if she spoke with them she would be caught and burned like Chapelle. Geralt asks who she's so afraid of. Blanka says Junior's thugs are still looking for revenge, the church obviously hates dopplers, and Dijkstra knows dopplers stole his treasure. It's a long list of people.
- Where is Ciri? Blanka says she doesn't know, she disappeared.

Geralt asks how Blanka came to know Ciri. Blanka says Ciri helped her out once and they got to talking, Ciri was kind and they became good friends.. Ciri had

also introduced Blanka to Irina's troupe. She recounts how Ciri came to her one day asking about a sorceress and a witcher and wondered who could help. Blanka suggested dealing with Junior since he's very knowledgeable about all things in Novigrad so they started dealing with him, presenting the key to Whoreson Senior's fabled treasure. Eventually though Ciri got sick of Juniors scheming and inconclusiveness and decided they'd find someone else with info, one Margarita Laux-Antille. They arranged a meeting with Ciri hiding in a closet and Blanka posing as Felicia Cori. Margarita mentioned that Yennefer was in Skellige but before she could say much more, the temple guard ambushed the trio and knocked Margarita out. Ciri appeared and killed the guards and the duo escaped. Blanka took the form of a slain guard and paid Eustace to dispose of the real body to avoid suspicion. They then recovered with the medic Abel for a few days

- Blanka mentions that after this, an arrest warrant is put out for Felicia who is unsuspectingly captured and burned for a crime she did not commit. Margarita was captured because Blanka stopped Ciri from going to help her, thinking Margarita could handle it on her own. Geralt can disclose the fate of Margarita. If she was released then Blanka is grateful she wasn't killed, otherwise she is upset over causing Margarita's death.

Ciri wanted to find a boat to get to Skellige. Figuring that she wouldn't need the key anymore, Blanka stole Whoreson's key, intending to trade it with Junior in exchange for papers granting her and other dopplers safe passage out of the city, just in case. When she met with Junior however, it was clear he wasn't interested in making a deal. He attacked and stripped her, before he could do anything serious however Ciri appeared and defeated Junior and his men. Ciri then freed her and they made their escape, pursued relentlessly by Juniors men…

***Ciri Flashback***

Ciri and Blanca run for their lives pursued by Juniors men, hiding from them on one occasion trying to sneak to Heretic's Isle.

They find their path blocked by a barricade setup by Juniors men. They create a distraction by setting a building on fire before rushing past the barricade.

There is little information on what happens next but based on info from later quests it appears Ciri teleports away on reaching the Temple of the Eternal Fire. This accidentally puts out the eternal torch that serves as a religious symbol for the Fire which causes an uproar. Blanka during the commotion escapes into the crowd as the guard from before.

***Concept art depicting the Novigrad Temple of the Eternal Fire***

Afterwards, Blanka gives Geralt the key to Whoreson Senior's special treasure, claiming it is what is left of Senior's treasure after he spent most of it in his old

age. Blanka also tells Geralt that Irina probably has some more of Ciris' items when she stayed with them once. Geralt thanks her and leaves.

Geralt speaks to Irina about Ciris' items but Irina claims that most of them were destroyed by a "Disgusting Man". Irina's troupe had apparently happened upon him in Skellige and took him with them, thinking he'd make a good clown, he was anything but though, and he had a particular interest towards Ciri's items. Eventually though, the Baron showed up and requisitioned the creature thinking it was a good laugh. The only surviving piece is a torn scarf which Geralt takes.

**Returning to Corinne**

Geralt brings Ciri's torn scarf to Corinne. They re-enact the dreaming again (Geralt can lie nude next to Corinne if he wishes, he cannot have sex again) and Corinne sees much more clearly now. She surmises that Ciri teleported from Novigrad to Skellige but that is all she knows.

**Goodbyes**

At some point, possibly after exiting Hemmelfart's residence, Geralt runs into the var Attre twins Rosa and Edna. They say they're planning on leaving soon and wanted to say goodbye. They reckon Radovid is going to take the city any day now. Geralt can ask where they heard that from and they say Voorhis was speaking with their father, saying that he has a reliable source close to the king. Regardless, Rosa thanks the witcher for the best fencing lesson of her life, saying they will likely not see one another again as Nilfgaardians won't be welcome here.

- Geralt can comment that's good as Nilfgaardians are barbarians - The twins are shocked that Geralt is so seemingly short-sighted. Geralt retorts that the twins are not much different themselves from the emperors subjects.
- Geralt can comment it's a shame since Novigrad should be a free city - The twins comment that maybe one day that will be the case again.

- Geralt can say that's life - Rosa says she was hoping for a bit of sympathy. Geralt retorts that he’s a witcher, they don’t feel sympathy.

Geralt now has a new lead on Ciri, his destination: Skellige

# Skellige

## q201_pirates - Destination: Skellige

**Author: Ferroxius**
**Character List:**

- Geralt
- Yennefer
- Crach
- Becca
- Birna
- Holger
- Bone Grinder
- Sjusta
- Brynjolf
- Jarls
- Contestants
- Widows
- Warriors

**A Terrible Storm**
Geralt boards a Nilfgaardian ship bound for Skellige. The Nilfgaardians initially refuse Geralt until he shows them the seal of the Emperor. They set off but during the voyage they are attacked by Skellige pirates in the middle of a storm and Geralt needs to defeat them by cutting the lines connecting the two boats. In spite of Geralt's efforts though the ship runs aground and Geralt is knocked out.

Waking up on a beach, Geralt notices his items are missing and begins searching for them along the coast. While searching, he runs into another survivor called Brynjolf who was the ship's navigator. Geralt asks where they are and who

attacked them. Brynjolf says they are on Faroe and they were attacked by pirates from Holger the Black Hand (So called because when a storm destroyed Holger's ship, he survived several days on the high seas and managed to return to land. He came back, but with a frostbitten black hand.).

Geralt says he needs to get a boat to sail to Kaer Trolde on Ard Skellig. Brynjolf warns Geralt that the boats will be in the nearby village guarded by a legendary "Bone Grinder", so called because the remains of those who looked into his layer were gnawed white. The Bone Grinder lives with wolves as well so Brynjolf says he'd rather stay here, there's plenty of food in the ship still. Geralt sets off for the village.

Geralt has two options of acquiring a boat

**Option 1: The Village**
Geralt can either sneak into the village or confront the Bone Grinder

If Geralt confronts the Bone Grinder he kills the wolves accompanying the giant before talking to him. Geralt can either spare the Bone Grinder or kill it.

- The Bone Grinder is a quest-specific enemy characterised as a blind giant that lives among wolves.

Geralt meets with Jarl Holger who wishes to know who Geralt is and what he's doing here. Geralt explains whatever path he chose and can also inquire about some of the nearby carts laden with goods, Holger says that King Bran has recently died and they are funeral offerings to be delivered.

Before the conversation continues however, Brynjolf shows up claiming that some of Jarl Udalryk's men have landed on the island and are heading for the village (Brynjolf also comments on the defences if the Bone Grinder was killed or not). Holger tells Geralt to help him deal with the invaders and he will give Geralt a boat and map to reach Ard Skellig.

Once Geralt helps defeat the pirates, he asks Brynjolf who he really is. Brynjolf explains that he is one of Holgers men. He joins boats as a navigator to lure them to the rocks and loot the remains.

**Side Objective: The Mermaids**
If Geralt killed the Bone Grinder, Holger thanks Geralt but says that because he killed the Bone Crusher, he owes the village. He tells Geralt to deal with some mermaids that are causing the village trouble and Brynjolf will go with him. This triggers **sq202_nereids**.

**Side Objective: The Wounded Giant**
If Geralt confronted but spared the Bone Grinder then Holger tells Geralt to help the Bone Grinder who was wounded in the attack due to Geralt already defeating him and his wolves. Geralt and Brynjolf go to find the giant with a spear in his side that obviously needs to come out. Geralt and Brynjolf debate though whether they should use an anaesthetic. There is one on the boat Geralt was on but leaving to get it could take too long and the giant could die. If Geralt gets the anaesthetic and applies it the giant lives and Geralt gets a boat in return from Holger. If Geralt didn't get the anaesthetic the giant dies and Brynjolf says that Geralt could help them out another way by dealing with the mermaid problem (This defaults to **sq202_nereids**)

**Option 2: Vandil**
Geralt comes across a boatman called Vandil who recently won an arm wrestling competition and is willing to wager his boat against Geralt if Geralt wagered his swords. Geralt can agree or not. If Geralt agrees and wins the wrestling he gets the boat and heads off for Ard Skellig. Otherwise he assumedly loses his swords

Regardless of the chosen path, Geralt will get a boat and sails to Ard Skellig, arriving in port.

**The Funeral**

Geralt arrives in Kaer Trolde harbour and makes his way to the port where a crowd has gathered. He witnesses Bran's corpse set sail in a funeral boat, accompanied by one of his concubines while being watched by Jarl Crach and chief druid Mousesack. Crach announces that in the wake of Bran's death, his successor as king must be chosen and that the person who performs the greatest deed will be crowned king. Any contestants should meet at the wake held at Kaer Trolde.

Around this time Geralt runs into Yen who tells Geralt to wait before the ceremony is over before they talk. Once the ceremony is over, Geralt and Yen talk in private about some past events from The Witcher and The Witcher 2. Geralt asks Yen why she is working for Emhyr and she says that Emhyr plans to abdicate the throne for Ciri as he wants to leave the throne in good hands, Geralt is of course sceptical of this.

Yen also mentions that she is looking after the Emperor's wife Becca (False Ciri in the books) which she did in exchange for access to the imperial magic library which is how she found Ciri's trail. The people of Skellige know Becca is a foreigner but do not know she is Emhyr’s wife. Yen says that they shall go to the wake together and she expects Geralt to dress appropriately for the occasion.

While talking, Becca appears and interjects, asking if she can also come to the wake. Yen scolds the girl and tells her that she has caused enough trouble by suggesting she nominate herself as a candidate. She tells Geralt to meet with a tailor called Sjusta and they part ways.

- Becca and Yennefer’s treatment of her is meant to be used as a means of conveying Yennefer’s feelings for Ciri towards newcomers.

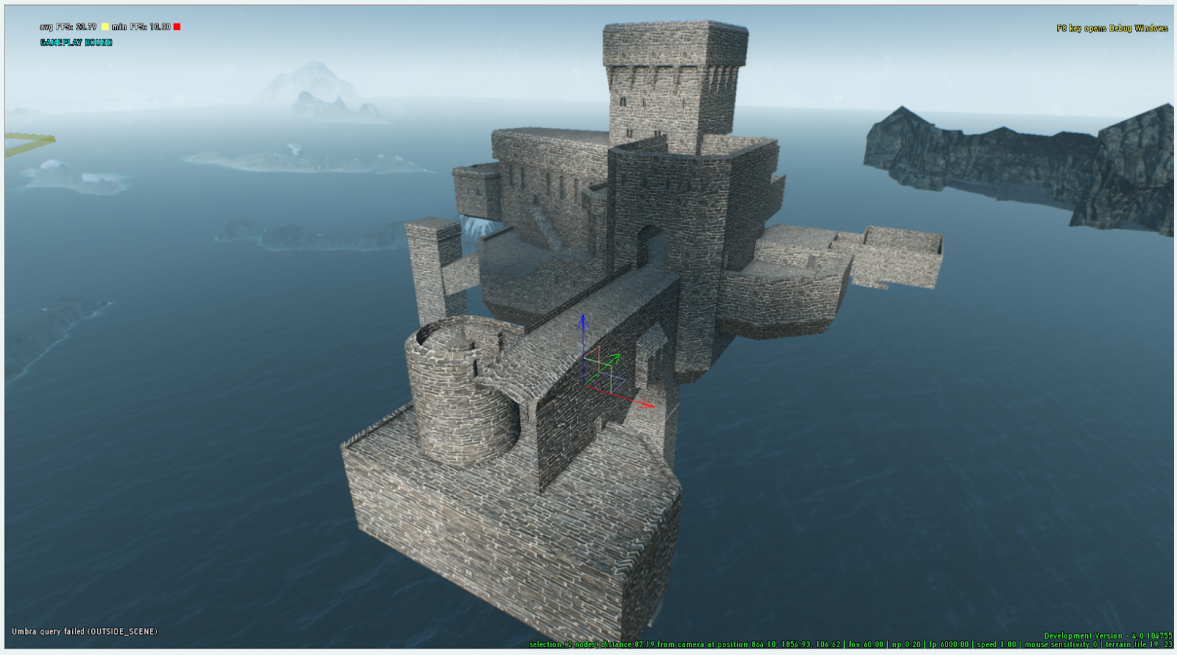
**The Wake**

Geralt can meet with Sjusta and order an outfit which takes Sjusta 3 hours to make. He then meets up with Yen outside Kaer Trolde and they go inside

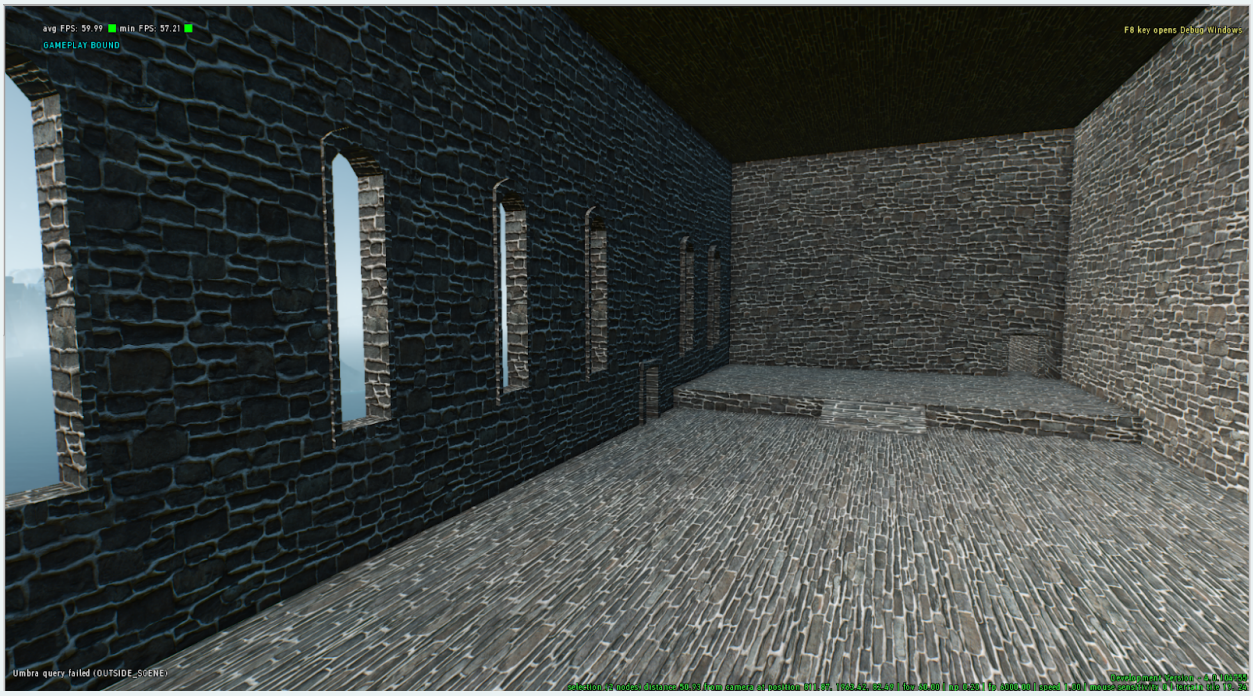
- If Geralt did not put on appropriate attire or was late then Yen is annoyed with him for this. She also comments on if Geralt currently has a beard or not.

They meet with a steward called Arnvald who takes them to the feast hall, along the way he mentions how there used to be an acting troupe here who would be great entertainment and even had a hideous creature with them. On reaching the feast hall, the duo say they are looking for Crach and Arnvald says that he is currently busy holding a council with Mousesack but will be done soon. Yen suggests that she and Geralt talk to the guests in the meantime.

Geralt can talk to some of the guest groups, and talk to some of the Jarls who are making merry and having many arguments. There's also an opportunity to engage in an axe throwing minigame and arm wrestle.



***Work-in-progress Kaer Trolde keep***




***Work-in-progress Kaer Trolde main hall***

**A Quiet Spot**

After talking to two of the four groups (Three of which are required to progress the quest), Yen will pull Geralt aside and suggest they sneak away to Crach's bedchamber for some sex. If Geralt refuses then the scene continues as normal. If he agrees then they leave and make their way to Crach’s bedchamber which is adorned with fancy armour sets. Prior to the sex scene Geralt and Yen engage in some foreplay conversing in which Geralt can conduct harshly or gently. Eventually they finish up and return to the feast.

After talking to 3 groups, Crach appears and thanks everyone for attending including Geralt and Yen. He raises a toast to Bran and speaks of his son Hjalmar who did not attend the wake as he has set off immediately to kill an ice giant, should he do he would be hard to match in legend.

**Talking with Crach**

Eventually after some more talking, Crach talks in private with Geralt and Yen about their business. Yen says she is interested about what happened with the magical crater on the isle saying it is to do with Ciri. Crach recounts how it had gotten terribly cold that day, a storm blew in and that sailors saw a longship along the coast. He says that only one ship could resist such weather unscathed, the demonic Naglfar.

Yen mentions that they need Crach's help with getting Mousesack to agree to let them investigate the magical anomaly, she also requests they keep the Ciri fact between them for now. Crach says that he will help but wants Geralt and Yen's help in return. He mentioned before that Hjalmar had set out to kill an ice giant, but is growing worried now since Hjalmar should have been back by now, he wants Geralt and Yen to find him and bring him back. They agree.

**Concluding**

Geralt can return to the feast where he can talk with the guests again who are well and truly drunk now. Eventually Crach motions for the candidates to step forth and make their claim, and many do. Suddenly though, Becca appears and puts forth her claim to the throne as well. Geralt and Mousesack approve of her decision to themselves, noting her to be the first woman to try her hand.

Geralt and Yen meet again and talk one last time about their plans. Geralt will go find Hjalmar and see him safely back to Crach while Yen will look into the cataclysm as best she can. They part ways and the quest ends.

# q202_giant - The Lord of Ard Hugtand

**Author: Ferroxius**
**Character List:**

- Geralt
- Crach
- Hjalmar
- Vigi
- Folan
- Octo
- Himli
- Rock Trolls

**Sting**
The setup for this quest is that Crach has told Geralt that he is worried about his son Hjalmar who had sailed off for Ard Hugtand recently to kill the frost giant living there. It has been 4 days since he sailed off so Crach tells Geralt to go find out what happened. He directs Geralt to Himli, the navigator that Hjalmar spoke to and says he'll have a boat prepared for Geralt.

**Navigator Himli**
Geralt goes to the nearby tavern to speak to Himli. On meeting Himli, the skelligan requests that he and Geralt have a drink first before talking, Geralt has no choice in the matter. Once nicely drunk, Geralt says he's looking for Hjalmar and Himli initially refuses to tell him because he thinks Geralt seeks to steal Hjalmars thunder. Geralt insists that Hjalmar has been missing for 4 days now and could need help, eventually Himli relents. He tells Geralt that to get to the island he'll need to deal with the treacherous waves and the sirens.

For the sirens, he tells Geralt that Skellige's sirens ain't like any other. Stuffing beeswax into your ears is pointless since they can fly, swoop down, tear at the sails and drag men off their boats with ease. Geralt needs a Hornwall Horn which drives them away because the sound they make imitates the sound of the Hornwhale, a mighty whale creature the sirens fear. (Himli also recounts a tale about how he found out about the horn's effects). Since Crach has told Himli to cooperate he gives Geralt his horn and wishes him luck.

Geralt then through gameplay gets in Crach's boat and sails for Ard Hugtand. Part of the gameplay involves blowing the horn to drive the sirens away. Sailing the seas is also very difficult. In gameplay boats sail based on the direction of wind currents (Visualised in VFX) which dictates the direction and speed Geralt is capable of exploring. Eventually Geralt makes it to Ard Hugtand.

- As a fun gameplay fact, if you place the boat sideways to a wind current it will tilt the boat and eventually capsize it forcing Geralt off the boat. If Geralt is out in the sea he will eventually run out of stamina and die.

**Ard Hugtand**
On arriving at Ard Hugtand, Geralt has the primary objective of finding Hjalmar but also has the option of finding two of his crew, Vigi and Folan. There are some landmarks as well.

**Landmark: Sawmill**
Geralt can find a massive sawmill and comments on it.

**Landmark: Giant's boat**
Geralt can find a massive boat at the shore. Inside it Geralt finds a man called Octo singing a song to himself surrounded by skeletons. Geralt talks to Octo who claims he used to be a jarl here before the giant appeared. Now he builds the ship for the giant with his "crew" as the giant apparently will use it come Ragh nar

Roog. Geralt can inquire some more about various info but it's mostly nonsense as Octo is clearly mad.

Geralt can also find the remains of a camp here, he deduces that Hjalmar and his men made camp here.

**Side Objective: Find Vigi**
Following siren trails, Geralt finds Vigi high up in a cave fighting off some Sirens. Geralt assists and kills them. Vigi thanks Geralt but notes that his leg is wounded. Geralt examines the wound and concludes its festering bad and needs to be cut off. Vigi doesn't like the idea but relents. Geralt cuts of Vigis leg and cauterises it.

Geralt asks Vigi where Hjalmar is and Vigi recounts the story. He's a boatwright and a local from Ard Hugtand who joined Hjalmar to take the isle back. They were attacked by sirens when trying to land, even with the hornwall horn, and Vigi was wounded in the scuffle. They eventually landed on the rocks and made a camp at the giant's boat. Vigi recounts seeing Folan slip away during the night though he wasn't certain if he was seeing things. In the morning, Hjalmar ordered him and the other surviving men to drag a longboat to the lake to be crossed to the giant's lair. On reaching the lake however, the giant appeared out of the water followed by sirens. Vigi tried to hide in the longboat but was snatched and brought to the cave, end of story.

Vigi tells Geralt that there should be a repaired boat down by the lake that he can use to cross. Geralt can either leave Vigi where he is or carry him back to Hjalmars camp

- Vigi also reveals that Geralt could traverse the sirens cave behind him to reach the lair

**Side Objective: Find Folan**

Following a trail from the camp, Geralt follows it into a cave (He also finds a corpse outside). Inside the cave he finds some rock trolls watching a pot containing someone crying for help. Geralt says he needs the man inside but the trolls insist on keeping him since they won him from the giant.
Geralt can either:

- Fight and kill the trolls.
- Play a game of riddles with the trolls. If Geralt succeeds then they let the man go. If Geralt fails he has to fight them.

Geralt gets the man called Folan out of the pot but he passes out from the heat. Geralt takes him outside.

Folan awakens, he and Geralt talk for a bit:

- Geralt can ask about the expedition. Folan claims that when they approached the island they were attacked by sirens. The ship's navigator however foolishly had stuffed wax into his ears believing the myths about sirens so he didn't hear their warnings and ran the ship across the ground. After fighting off the sirens they went ashore with everyone who had survived but it was a perilous journey. Vigi was wounded so they were slow carrying him on a stretcher, and the sirens were something fierce. Hjalmar would blow the horn and they would leave only to come back immediately, snatching up crew members each time. He blew so hard at one point he caused an avalanche. Eventually though they reached the giant's ship and set up camp. During the night however Folan spotted someone making off with Hjalmars horn and so Folan snuck after him. He eventually cornered the thief who was mumbling about some treasure. Folan tried and executed the thief but his screams drew the trolls who captured Folan, dumped him in a marinade and were ready to cook him before Geralt showed.

- If Geralt spoke to Octo at the boat then he can ask Folan what he knows. He claims that he had tried talking to the person building the boat when they were in camp but he was completely crazy and didn't say much.
- Geralt can ask about the sirens. Folan claims that they are the daughters of Hrasvelg, a legendary giant who lives at the end of the world. They seem to obey the ice giant.
- Geralt can ask about Folan’s relationship to Hjalmar. Folan recounts how he and Hjalmar have been childhood friends, he saved Hjalmar once from a pack of wolves while Hjalmar saved him from a village raid. They are by and large blood brothers.
- Geralt can ask about the history of the isle, noting the giant sawmill if he found it. Folan recounts how Ard Hugtand used to produce the best steel in the archipelago before the giant showed up and ravaged the isle. He notes that both the sawmill and the iron mine on the isle played a big part in this. Folan also notes that most of the people on Hjalmar's crew were previous inhabitants of the isle who wanted to take it back from the giant.

If Geralt had found Vigi first but left him at the cave then he will mention this. Folan will set off at once to help him. Otherwise, Folan will wait by the lighthouse looking for passing longships.

**Finding Hjalmar**

Geralt needs to cross the frozen lake to reach the giant's lair but the boat at the dock is not seaworthy as it’s missing nails and wood (Acquired from Octo) and a shackle for the sail. (Acquired from Vigi). Once the items have been acquired Geralt can sail to the lair.

Geralt can also pass through the sirens den mentioned by Vigi which is highly treacherous due to all the sirens.

Regardless, Geralt reaches the Giant's lair and finds the giant sleeping. Geralt approaches but is called to by Hjalmar who is sitting in a cage. Hjalmar demands that Geralt free him and is adamant that Geralt not wake the giant and kill him, stealing Hjalmars thunder. Geralt has two options here:

- Free Hjalmar - This requires carefully sneaking around ice patches to steal a key nearby. If Geralt steps on the ice he'll wake the giant and it will default to if he didn't free Hjalmar. If Geralt gets the key and returns to Hjalmar without awakening the giant he frees Hjalmar, who then promptly marches up to the giant and wakes him, beginning the fight.
- Do not free Hjalmar - Geralt wakes and fights the giant, much to the dismay of Hjalmar.

After defeating the giant, Geralt and Hjalmar talk (Geralt still needs to free Hjalmar if he has not done so yet). If Hjalmar did not participate in the fight then he is angry with Geralt for stealing his thunder but is grateful anyway for the help, saying the island is freed. If Hjalmar did participate in the fight then he thanks Geralt for the help and proposes that he be included in the inevitable ballads to be written, Geralt can accept or decline.

If Geralt found Vigi and Folan he will mention this to Hjalmar who thanks Geralt for saving them. He then leaves to collect them and leave the island.

Returning to the shore Geralt will find Hjalmar with Octo and, if they survived, Folan and Vigi. Hjalmar tells Geralt to take his boat back to Ard Skellig and they will arrive not long after once Vigi and Octo repair the ship

Geralt leaves and the quest ends.

*Concept art of the Ice Giant*

# q203_him - Echoes of the Past

**Author: Ferroxius**
**Character List:**

- Geralt
- Yennefer
- Ciri (Vision)
- Becca
- Udalryk
- Mousesack
- Hjort
- Bergthora
- Erik
- Spikeroog Villagers

**The Cataclysm**
Geralt arrives at the site of the cataclysm to find Yen and Mousesack arguing. Mousesack and his druids are conducting research into the site but Yen does not want to be disturbed and wants them to leave (There's also a bit of wizard superiority complex in Yen's lines). On arriving Geralt talks to Mousesack and eventually convinces him to leave Geralt and Yen alone for a bit.

Yen gives Geralt some crystals on stakes and tells him to place them in specific locations. She will use them to channel magic to see into the past and figure out what happened here. Geralt through gameplay goes to the indicated spots and places the crystals in the ground, however each time he does so a group of foglets appear that need to be killed.

- Geralt can also investigate some nearby frozen grass, commenting that it isn't cold enough for them to freeze like this

Once all the crystals have been placed Geralt returns to Yen and informs her that foglets were appearing when he placed the crystals. Yen explains that the crystals disturb the magic in the area which naturally draws the foglets, she says they should prepare for more when she casts the spell. Once ready, Geralt says to begin and Yen starts channelling.

**Tracing Ciri**

Yen follows a magical trail and sees Ciri emerge from a portal from another world, accompanied by a stranger. Not too long afterwards another portal opens and Wild Hunt soldiers emerge. Suddenly a massive explosion occurs which Yen thinks is likely a powerful curse owing to the damage it caused to the site and the fact that it is spreading. She last sees Ciri and the stranger escaping through another portal, she does not know where it led but knows it is a common portal so they are still in this world.

- This sequence takes place through gameplay. Geralt must occasionally defend Yen from foglets.
- It is also possible that Geralt and Yen find the corpse of a Wild Hunt soldier similar to release. This becomes important later on in Act 3.

Yen tells Geralt that the trail breaks off. Since they know now that the wild hunt was here, she suggests talking to Mousesack about any other sightings. Geralt goes to Mousesack and asks about any sightings. Mousesack though refuses to cooperate until Geralt tells him who they are looking for. Geralt finally says they're looking for Ciri which Mousesack claims he suspected as much. He says that an ashen haired woman was spotted recently in Hindarsfjall in the company of a child called Hvitr.

***Concept art potentially depicting Mousesack or a Skelligan druid***

Geralt asks who Hvitr is and Mousesack claims he is the "chosen one" of Freya and is guarded jealously by the priestesses on the isle. He is being prepared for the "Smoke Test" which determines which candidate is, in the eyes of the gods, worthy of the throne. It will only happen once all candidates are present, the only ones remaining are Hjalmar and Becca. If Geralt wants to speed up the test then he should go help both with their problems so they can attend. He tells Geralt that Crach will know where Hjalmar is and Yen will know where Becca is (If Geralt has helped Hjalmar already he will mention this). He finally warns Geralt that the people of Hindarsfjall are extremely devoted to Freya and he should be mindful of that while he is there. They part.

Geralt returns to Yen and asks where Becca is. Yen says that she has gone to Spikeroog as part of her "mission" to prove her worth for the throne. Geralt says he'll go get Becca (And Hjalmar if he has not done so yet). Yen says she will await him on Hindarsfjall and they part.

**Spikeroog**

Geralt sails to Spikeroog and makes his way to the Jarl's hall. Inside he finds Jarl Udalryk and Becca having a heart to heart about weakness. Once done, Becca goes and talks to Geralt outside. Geralt says that Becca needs to return immediately to Ard Skellig to participate in the smoke trial but Becca says she needs to prove herself first by helping Udalryk. She explains that Udalryk has been plagued by nightmares ever since he was a kid. The village folk think he is the god's favourite since he helps them a lot but Udalryk is very miserable but doesn't want to admit he is haunted since the folk would think he's mad.

***Note: Geralt has the option here of convincing Becca to abandon her mission and return to Ard Skellig, or staying and helping her. If Geralt convinces Becca to leave she reluctantly does so and the quest ends here. Otherwise it continues onward***

- ***Doing this may also cause sq301_becca to trigger as Becca still needs to prove herself. This is speculative however.***

Becca says they need to wait a moment since Udalryk's seer Hjort is reading Udalryks future for him as apparently without it Udalryk has trouble making decisions due to lack of energy from the nightmares. Geralt can either wait or barge in:

- If Geralt chooses to wait then he and Becca have a talk about Becca's ambitions. She explains that although she was grateful for Yennefer's assistance, she was tired of being treated like a little girl and wanted to prove herself.
- If Geralt barges in, he angers Udalryk but they converse regardless.

Udalryk confirms what Becca says, that he's been haunted by a tall dark figure wearing robes. Geralt claims that he needs to spend the night with Udalryk to see if he can catch this ghost and Udalryk agrees, telling him to come back at midnight.

**The Ghost**

Geralt and Becca come back at midnight and Geralt waits in Udalryks bedroom while he sleeps.

Eventually Udalryk starts thrashing in his sleep, screaming for something to leave him alone, although Geralt cannot see anything (his medallion isn't vibrating either). Becca begs Geralt to help Udalryk and Geralt axii's Udalryk to calm him down, if Geralt fails to do this Udalryk simply passes out.

Geralt and Becca then talk in private about what's going on. Geralt suspects that Udalryk is haunted by a Hym, a creature that feeds off of regret and suffering. Geralt says though that he needs to know more about Udalryks past before he can deduce how to deal with the Hym. Becca suggests he ask around in the village.

**Seeking Information**

Geralt has to ask around the village regarding the Jarl. Eventually he finds a woman called Bergthora who explains that Udalryk once had a brother named Aki who died some time ago. The story goes that Udalryk and Aki went out fishing once when a big storm blew in. Aki insisted on taking out the nets while Udalryk insisted he row back to shore. Aki did not listen however and fell overboard. Udalryk was unable to save his brother and likely felt guilty about the incident ever since, especially given his father put all the blame on him. Bergthora says that's all she knows since she's not been here as long but claims her husband Erik told her this story so he might know more. She directs Geralt to the beach to find Erik.

Arriving at the beach, Geralt finds Erik being attacked by a monster. After dealing with the creature Erik thanks the witcher and asks his business. Geralt says he's looking for info on Udalryk and that he could know more. Erik says that Udalryk has often been belittled by his parents as an unworthy heir. So much so, that when Udalryk's 12th birthday came around, a traditional event where the eldest receives the family sword, his father gave it to his younger brother Aki. Udalryk surprisingly accepted this condition but Erik suspects he's always felt ashamed of not being worthy.

Geralt returns to Becca and surmises that he thinks Udalryk feels great regret over the loss of his brother and believes that he is an unworthy leader and the Hym feeds off of that. Geralt says that the best way to defeat the Hym would be to go to where it is strongest, the old family house Udalryk grew up in. He also relays to Becca that there are two ways of dealing with the Hym.

- The Witchers Way - Geralt says that normally Witchers spend the night with the affected in the area the Hym is strongest at. He can then force it to materialise and he can slay it there. He says though that in Udalryk’s state he will suffer greatly through the ordeal.
- The Trick - Geralt says that the Hym could be tricked. Hyms feed off of the strongest levels of regret and pain so if they find a way to get the Hym to abandon Udalryk, only to reveal the ruse, it would be forced to leave. Geralt is less certain of this method though.

**Option 1: The Witchers Way**
Geralt tells Udalryk that he knows how to defeat the Hym and they need to travel to the old family house at midnight. There he can kill the Hym and free him. Udalryk is nervous but agrees to go.

Once at the house at midnight. Geralt begins the sequence. Udalryk screams in pain as the Hym reveals itself in full force and Geralt has to battle it. He also has

to on occasion cast Axii to prevent Udalryk from fainting. Eventually he defeats the creature and it disappears.

**Option 2: The Trick**
Geralt and Becca travel to the old family house to find some way to trick it. After searching around a bit, they discover that the oven in the house is a two way one. Becca and Geralt scheme up a plan, Becca will steal Udalryk's child which Geralt will throw in the oven in front of Udalryk. Becca will then quickly grab the child from the otherside unharmed. The outcome is that Udalryk will think his child was burned and the Hym will leave him to feed on Geralt. Becca will appear with the child and the Hym will be forced to leave. Geralt agrees and Becca leaves immediately.

Some time later, Becca rushes in with the child and the sequence plays out as planned above. The Hym is tricked and is forced to leave.

**Aftermath**
Geralt and Becca talk to a now free Udalryk who is immensely thankful for their help, believing that Becca has earned the right to the crown. Becca thanks Geralt for his help and promises to leave soon for the trial. They part ways and the quest ends.

# q204_thralls - Children of Gods

**Author: Glassfish and Ferroxius**
**Character List:**

- Geralt
- Yennefer
- Hvitr
- Mousesack
- Becca
- Hjalmar
- Svanrige
- Birna
- Crach
- Thrall Village Chieftain
- Thrall Village Shaman
- Haalkatla
- Thall Lughe
- Thrall Smith

**The Sacrifice Ritual**
As soon as Geralt has helped both Becca and Hjalmar he can go to Druid Circle on Ard Skellig to begin the first ritual. Mousesack steps into the center of the circle formed by onlookers and addresses the gathered claimants, announcing the beginning of the Trial. Lady Bran interrupts, calling the trial nonsense as it shows nothing and nobody will have a clue who passed the test. Mousesack replies by saying that no one said the outcome would be clear to everyone. Mousesack says they will start once the sun has completely gone down. At this point Geralt presents to Mousesack some resin and some herbs. Lady Bran also at some point is rude to Becca, calling her some ordinary girl. The crowd then awaits the sun to fully set.

Once the sun has fully set Mousesack announces that the test will soon begin. The Sacrifice Trial involves each candidate watering the oak tree in the circle with their blood until they can no longer withstand it. Hvitr is present at the trial and is the one who regulates the trial determining who has successfully passed it, owing to his status as the "god's favourite". This trial is only part of the Skellige ruler determination process however. It basically gives the gods a chance to voice their opinion on who should be ruler. The Jarls will also get a say in a later determination. Mousesack says the gods will peer into the claimants' hearts. They will see through the false and base, and uplift the wise and brave. Mousesack reminds the Jarls to watch closely and that their time to appoint approaches. But first, the gods must anoint!

Before the trial begins however, Hvitr accuses Halbjorn of inhaling Hebane smoke to avoid feeling pain. Halbjorn denies this but Hvitr tells him to go away as he is not worthy of the throne (It is possible this is Mousesack interfering owing to Geralt giving him herbs earlier and him being in Hvitr's company). Hvitr then calls each candidate one at a time to come up and bleed over the tree. When it's Becca's turn, Hvitr orders her to water the oak with her blood. After Becca bleeds for a bit Hvirt says that the gods have chosen Becca. Mousesack announces that it is enough and Becca is the chosen one. He says that it is *"Time for new times, times of peace and prosperity! This will be brought by their chosen one!"* Yen comments that Emhyr will definitely be surprised by the result. Hjalmar greatly protests, yelling that this is not tradition as the one who endures suffering the longest wins. Hvitr says that it is the gods who create traditions, not the mortals, and that the mortals will answer their questions as they see fit.

Geralt approaches Mousesack, who is already standing with Yennefer, Hvitr and a priestess of Freya, who says nothing. Yen comments on the ritual. Mousesack introduces the boy to the witcher, and Geralt asks if he will help him reach the people of Hindarsfjall. The boy agrees to help them and says that Mousesack mentioned the witcher and the importance of his mission. Yen tells the witcher

to come to her later, after the conversation, she then leaves. Mousesack says that they should leave in the morning at the earliest. He also says he's taking Hvitr to his hut, and they'll meet there. It's getting late.

**A Dangerous Game**

Geralt meets up with Yen at Jonas' tavern. She asks him if he has convinced Freya's Wonder Child (Hvitr) to help them. Geralt says he has and that he will pick him up from Mousesack's hut tomorrow morning. Yen hopes that the arrogant druid does not overestimate his capabilities and that with his help they will find Ciri before something happens to her. Geralt says that he believes Ciri is doing better than they expect. She is a witcher and can do many things. Yen says that above all, Ciri is an imperial daughter and she deserves the throne. Geralt can respond by either agreeing and saying that upon finding her he will take her to Emhyr or by saying that's up to Ciri to decide. To the first response Yen says she is glad they agree. If Geralt wants to give Ciri autonomy Yen says that she agrees and only wants what's best for her. She considers it her duty to show Ciri the "right" path.

Yen then changes the subject to Triss. She says it's time for Geralt to tell her how Triss was. Geralt can respond by saying that he knows Yen already has a strong opinion on the subject. Yen responds that she wants to know Geralt's view on these matters. She wonders what he was thinking, searching for one sorceress and having fun with another. Geralt insists he was suffering from amnesia but Yen says that Geralt is being impudent. She comments that it used to have its charm but now he is a downright liar.

Alternatively, Geralt can respond by saying that they shouldn’t change the subject to Triss. Yen claims she doesn't want to dig anything up and just wants to find out the truth. Geralt responds by saying that he doesn't feel guilty, maybe he would if he talked to someone else. Yen asks him to clarify and Geralt retorts that he knows more faithful and virtuous woman than her. Yen concludes that Geralt

is right, after what they experienced on the Isle of Apples, she knows that she changed, but Geralt didn’t. Geralt can respond by saying that he's telling the truth. He didn't remember who he was, what his life was like, his friends, Yen, but when he recovered his memory, he started looking for her. Yen mutters that it took Geralt a while to which Geralt says that at least he tried, Yen didn't even bother to find him.

At this point Hjalmar appears and greets the duo. Yen greets him and says that they need to be going now. Hjalmar insists that they stay and asks how they see the results of the ritual. Geralt can mention that he thinks Becca won or lie and say that Hjalmar won. Alternatively he can comment that he didn't understand the ritual and what it meant. Hjalmar responds that he doesn't get it either, only the druids do.

If Geralt says that Hjalmar won then Hjalmar says that he didn't bring shame to his father but the druid says that everything will be decided by the final test that Hern will set. Geralt says that Hjalmar has made it through one and that he can handle the next one.

If Geralt says that Becca won then Hjalmar says that Geralt must've noticed something he didn't. Her tears were flowing out like she was chopping an onion. He then makes fun of Becca's moans as she was spilling her blood at the tree. Someone else comments about the moans and crudely says that she had to get them from somewhere. Hjalmar then says that it's time to have a drink and raises a toast to women's moans. He then calls the whole process bullshit and makes fun of the other candidates, mocking Svanrige's face and calling him a pathetic brat. Geralt then participates in a drinking game with Hjalmar and the Skelliger. After Geralt is well and drunk, Hjalmar pats Geralt on the back in a friendly way; drunk Geralt falls on the table (It is unknown if this happens only if Geralt loses). Yen says that Geralt has had too much and it's time to go. Geralt doesn't listen initially but eventually Yen gets him away.

Yen says that she thinks Geralt has been hit in the head a few too many times. Geralt retorts that lately he's been having some hallucinations. He sees her smile, Yen says that she meant Geralt's hearing has become dull.

**The Beach**

Geralt and Yen walk down the beach. If Geralt goes too far then Yen calls out for him to come over. Geralt says that maybe they should sit down. If Geralt is drunk he falls over and the sorceress asks if the witcher is feeling well. Geralt mumbles indistinctly if he is drunk. He then falls unconscious.

**A Stranger in a Strange Land**

Geralt wakes up in a hut in a village on the island of Undvik and is greeted by two Thrall men. One of the men greets Geralt and calls him “Sudwahni”, he says that everything that is theirs is also Geralts. The other asks that Geralt should come meet with each of them when he has time, they both would like to talk to him. The Thralls make it clear that they like the witcher a lot and that he is a great hero to talk to both of them.

Geralt then meets an excited woman who also calls Geralt "Sudwahni". Geralt asks the lady who she is. She replies that her name is Annika and she is here to fulfil Geralt's every wish. Geralt can also ask more about Annika, noting that she is not like the others. Annika says like many girls, they were kidnapped from their home villages and brought here. But she would much rather sleep here on furs and eat boiled meat than stand knee-deep in water all day long, fishing small fish out of nets.

Geralt then asks where he is. Annika says that to the outside world this is the village of Thralls. Although they call themselves wu'rn-lughe - warrior folk. Geralt humorously suggests that he ended up in the village of legendary half-human half-demons. Annika responds that they are flesh and blood people, they simply take their dead after every battle, so the Islanders think they

disappear. The Thralls also drink a special brew that makes them feel no pain, so they can fight despite their wounds.

Geralt asks how he got here, saying that he doesn't remember anything. Annika says the “goddess” brought him. Geralt asks what goddess. Annika recounts how last night, the guard saw some flashes over the sea. They raised the alarm and everyone ran to the beach to see the water churning and lighting up with a light brighter than the stars. Then, a black-haired woman came out of the water with Geralt. She said she was a goddess and that the man she had brought was to fulfil a task for her. She ordered the Thralls to treat Geralt well and not let him go until he has completed his task. Then she disappeared in the waves. Geralt realizes that this was Yennefer.

Geralt asks what this task is. Annika says she only spoke to the chief and the shaman and that he should ask them. Geralt can also ask about the two men he was talking to, saying that they looked important. Annika says the older one is the chief. He used to be the mightiest warrior in the whole village. When he was young, he was said to have gone bear hunting with his bare hands. The people still respect him a lot. The skinny one was the Shaman – herbalist and guide of the Thralls in the spirit world.

Annika wishes the Sudwahni farewell as he head to the Shaman.

**Lore Note: The Thralls**
The player is not given much lore background on the Thralls unless they speak to Mousesack either before or after this quest. Geralt can ask Mousesack about the Thralls. Mousesack says that they are a tribe of savage people who live in the southern section of the island of Undvik. They are very warlike, dangerous, and are seen wearing white face paint. Skelligers think they are demons and not human. Geralt can also ask about the Nidhogg that lives on Undvik. Mousesack says little, he only talks about how it's a very old mythical creature. It is said to feed on blood. The Thralls worship it as a deity.

***Note: The island referred to as Undvik in this version of the game is not the same island named Undvik in the final release. As previously noted, that island is named Ard Hugtand in this version. The original isle of Undvik where the Thralls lived was completely removed from the game after 2012. Please refer to the map provided with this document.***

**The Mission**

Geralt goes to the Shaman who greets the Sudwahni and says that he will answer any questions.

Geralt asks the Shaman for more details on his mission. He says the goddess brought the Sudwahni to free them from the terrible Aburrari. Geralt says he has never heard of such a thing and asks what is so terrible about it. The Shaman says the spirit is insatiable, it demands bloody sacrifices. Otherwise it becomes angry and orders the Aburrari to sow destruction. The Aburrari is a winged serpent, as big as Urboros itself.

Geralt can also notice that the Shaman is preparing for a celebration, with a young woman standing nearby being prepared. He asks what the Shaman is preparing for and the Shaman introduces Geralt to Haalkatla, a warrior and the daughter of the chieftain. She is to be “married” to the Aburrari. Haalkatla approaches upon hearing her name and greets the Sudwahni. Geralt congratulates Haalkatla on the apparent “marriage”. Haalkatla thanks the Sudwahni, saying that she is glad that if his mission fails, she will have the honor of saving the village from the wrath of the Aburrari. Geralt doesn't quite understand but Haalkatla says Geralt will understand when he knows the will of the goddess. Geralt asks why Haalkatla is doing this. Haalkatla says a Lughe fights to defend her people. She will not go there without a weapon, but if she fails, she will take the wrath of the Aburrari away from her people for another month. The Shaman adds that is why every month they send him one of their daughters as an atonement. Geralt asks why they don't try and get rid of it

themselves. The Shaman says they have tried twice before. When someone enters the Aburrari's cave, it is as if they immediately went to the spirit world. Only one lughe has managed to return from there. The chief. But Aburrari left him with massive wounds.

Geralt can say that he's grateful for their hospitality but he wants to go back. The Shaman says that he can once he fulfills the will of the goddess. Otherwise, they will incur her wrath. Geralt says that he will have a few words with the "goddess" when he gets back.

***Note: The monster referred to as the Aburrari is a Nidhogg.***

**The Chieftain**

Geralt goes to the chieftain and asks him some questions.

- Geralt asks what Sudwahni means and why everyone calls him that. The chieftain says Sudwahni is the "gift of the goddess". A gift that is supposed to free them from the terrible Aburrari.
- Geralt asks the chieftain to talk about the Aburrari, the winged serpent. The chieftain brushes it off initially, saying it was a long time ago and he was young. Geralt can try to convince him to remember or mention that the people remember his bravery. The chieftain relents and comments that the Sudwahni's head is hot and his spirit is impatient. It was the goddess's will that he take the Lughe from this world. They have learned to live with him. Geralt comments that the monster eats one of them every month and sarcastically says they've found a "great" way to live with him. The chieftain recounts the day his sister was to be sacrificed to Aburrari. He loved his sister dearly and went to Aburrari’s lair to save her. There is black water in the Aburrari's lair. If you put fire to it, it alights yet it does not burn. Geralt asks if that made the Aburrari notice him. The chieftain says that the Aburrari fell from the roof of its lair. The chieftain slashed at its wing, and it howled and fell. He thought he had broken the spirit, but it

> slashed him with its tail and spat phlegm in his face. He realized that he couldn't handle him. He slashed at the tail and ran away. Geralt says that he was the only one to escape from the lair unharmed. The chieftain says no one has ever escaped from there unscathed. Aburrari took his eye, his ear… his sister. And now Aburrari wants to take his daughter.

As Geralt leaves, the chieftain reminds him to go to the Blacksmith and get a good weapon. Geralt can also offend the chieftain if he's too pushy with trying to ask him for his story on the Aburrari.

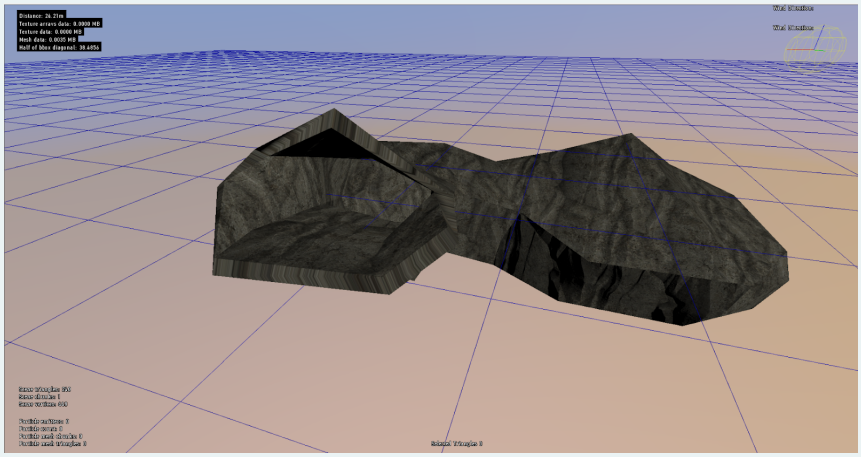
**A Blade to Kill a God**

Geralt asks the Thrall smith if he has a blade for him. If it's not night time he asks Geralt to return after dusk. Otherwise, Geralt gets the sword and compliments Smith on his work. The smith mentions that a great battle is coming soon. The Vartar will pay for all the lughe whose ships they have dragged onto the rocks and sent to the spirit world!

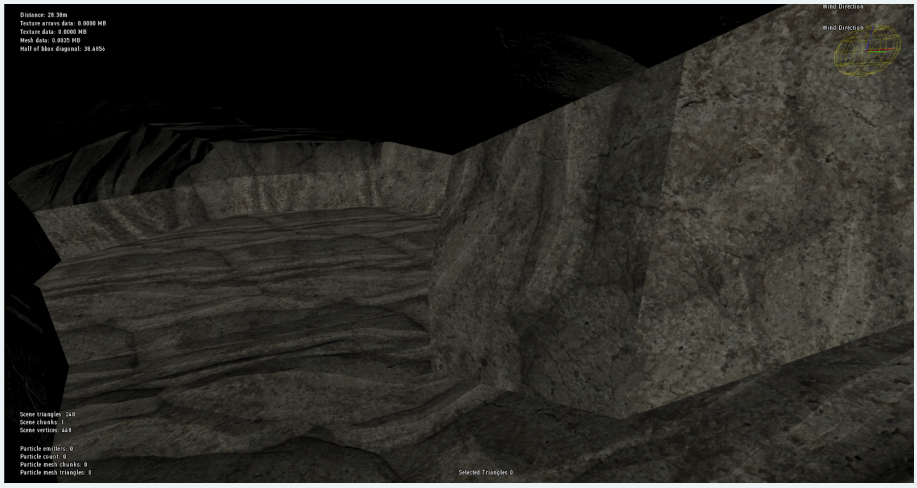
**The God of the Isle**

Once Geralt is ready to go kill the Aburarri, he talks to the Shaman who has a Lughe lead him to the lair. Geralt can decide when he's ready.

Unfortunately, there are no details on the fight however we can use the chieftain's story to guess at some of the details. Geralt would likely have been transported to some magical area. He likely would have had to light the black water on fire with Igni to aid in the fight. It is also possible that Haalkatla was present during this fight as a sacrifice should Geralt fall.



*Work-in-progress model of the Nidhogg's(Aburarri) lair*



*Work-in-progress model of the Nidhogg's(Aburrari) lair's interior*

**A Proposal**

After killing the Aburrari, Geralt returns to the village where there is a celebration for him. The Shaman leads a cheer for the Sudwahni while the chieftain says he managed to save his daughter and do what he failed to do years ago. The Shaman says the spirits wanted Geralt to free them from the Aburrari, the spirits said that the one that was meant for Aburrari is meant for the Sudwahni now. Geralt asks if they are asking him to marry Haalkatla. The

Shaman says that may happen in the future if their spirits find a common language. Before that happens, the spirits need time to get to know each other. Geralt humorously says it's more like an engagement.

Geralt can agree to "marry" Haalkatla and says it would be an honor. However, he asks if Haalkatla consents. She says the spirits have decided and she is pleased with their choice. The Shaman tells Geralt to come to him once he is ready for the ceremony. The chieftain says it's time to celebrate, for Alburrari is dead and his daughter will marry his slayer.

Geralt can also decline to "marry" Haalkatla. He says he is honored but is not worthy. The Shaman asks that if Sudwahni is not worthy then who. Geralt says there are many great families living on these islands…. For example, Lugos the Mad or Holger the Black Hand who are much better candidates than him, *"a regular… er… lughe"*. Shaman says it will be as Geralt says. The chieftain says it is time for joy, the dreaded Aburrari is dead. He says the Sudwahni can celebrate with them or return to the goddess, if that is his will. Geralt can either celebrate or return to Ard Skellig.

**The Ceremony**

If Geralt agrees to get engaged to Haalkatla then he goes and asks the Shaman about what the ceremony entails. He says that if a woman and a man want to be together, they first make a promise to each other. Sometimes they give gifts. Then everyone celebrates and rejoices with them. Geralt asks if such a promise binds forever. The Shaman says eternity is decided by spirits when they meet. Sometimes it takes a month, sometimes a year… Spirits are as different as the people they live in. Geralt asks what kind of gift would make Haalkatla happy. The Shaman says he should get a blade with a bear bone handle. If Geralt gets the bone, the blacksmith will forge a knife for him. Geralt can then go acquire this bone by killing a bear on the island.

Geralt can then return to the Shaman to start the ceremony. Geralt can then accept the engagement or refuse. The Shaman says their spirits will commune with each other until they decide whether they want to unite as one or separate forever. Geralt presents his gift and Haalkatla presents hers.

**The Beach**
Haalkatla calls out to Geralt on the beach and they can talk. Geralt asks that if their spirits are supposed to commune with each other, maybe their bodies can as well. Haalkatla says they can but asks if that is what he really wants. Geralt can then agree to have sex where Haalkatla will tell Geralt that she will join him in his hut soon. If Geralt declines then he says they're not ready for that yet. He was just asking out of curiosity.

If Geralt agreed to have sex then he goes to his hut, Haalkatla appears not long after and a sex scene occurs. After this, Geralt can return to Ard Skellig or continue to participate in the Thrall celebrations.

**Return to Mousesack's Hut**
After his adventure with the Thralls, Geralt returns to Mousesack's hut. He is accosted by Yolar when he approaches Mousesack's hut. Yolar asks what the hurry is, and when the witcher asks why he's here, Yolar says that the boy was taken by Yennefer, and together with Mousesack they went to Hindarsfjall, to Birch Bay.

Geralt leaves, ending the quest.

# q205_frozen_coast - Missing Persons

**Author: Ferroxius**
**Character List:**

- Geralt
- Yennefer
- Mousesack
- Hvitr
- Astrid
- Astrid's Father
- Astrid's Husband
- Mysterious elf
- Donar
- Otrygg
- Ulf
- Fisherman

**Closing things up**
Geralt arrives at Birch Bay to find Yennefer and Mousesack discussing Hvitr. Entering the conversation, Geralt says he wants to speak to Yen about the Thrall island, which she complies with. As the exit the scene Hvitr notes that they probably won't be talking about the Thralls, Mousesack agrees and says they shouldn't interfere.

When alone, Geralt furiously asks why Yen set him up with the thralls. Yen says it is because she wants to put Ciri on the Cintrian throne which she knew Geralt wouldn't agree with, so she left him with the Thralls so she could find Ciri on her own.
Geralt has a choice here:

- He can accept Yen's explanation and forgives her, this defaults to Yen accompanying Geralt during the quest.
- He can say he still doesn't understand.

If Geralt says that he still doesn't understand why Yen is so mad at him as to strand him with the Thralls, Yen says that it is because Geralt hurt her, deeply. Geralt reiterates that Triss is a thing of the past and that he lost his memory just like Yen did. Yen snaps back that that's the point, she never forgot Geralt. She expresses that when she was brought to Vizima she was under torment from all the treatments Emhyr’s mages were conducting. She didn’t even know her name or where she was, but in spite of that she remembered Geralt, only to eventually learn that Geralt was living comfortably with Triss, with seemingly no desire to find Yen. That is why she is so angry with him. He forgot her.

Geralt has a major choice here:

- **Forgive** - Geralt says he understands Yen's actions and says they're even now. The duo apologise to one another. This defaults to Yen accompanying Geralt during the quest.
- **Don't forgive** - Geralt says he doesn't want anything to do with Yen, saying she brought this on herself and that he doesn't trust her anymore. He will be taking Hvitr and going alone. Yen protests this but Geralt sharply tells her that Ciri is in danger, he has no time for her games. Yen leaves to return to Ard Skellig, likely to deal with Becca. This results in Yen leaving for the remainder of the quest.

Geralt returns to Mousesack and Hvitr and asks if he can take the boy. Mousesack will tell Hvitr to go with the couple and to not do anything stupid. He also quietly asks Geralt if he's resolved the situation with Yen

- If Geralt is with Yen then he says they have and they'll be searching together.

- If Geralt is alone then he says Yen has gone back to Ard Skellig and he'll be searching with Hvitr alone. Mousesack suggests that since he's here he could accompany Geralt. He cares for Ciri as well and suspects Geralt will need help from someone who knows magic. Geralt agrees. This results in Mousesack accompanying Geralt for the remainder of the quest.

**An Unnatural Frost**

Arriving at a settlement near Birch Bay, the group encounter a fisherman who survived Geralt asks what happened here but the fisherman tells him to go away. Hvitr appears and tells the man to speak with Geralt, he complies. He recounts how a few weeks back he had just come home from a long day of fishing. Suddenly a massive storm blew in and destroyed the harbor, boats and coastal settlement. When it eventually died down, the survivors went down to the bay to investigate. They had to stop halfway because of an unnaturally strong frost that sat in the bay. The fisherman then says that in that moment he saw a black longship approaching the shore. The islanders were convinced it was the Naglfar and fled back to their homes. The fisherman says he didn't make out the appearance of the crew but he saw them land at the bay and marched through the eastern passage, towards Lofoten. Geralt says that will be their next stop, and the group heads out

While walking to Lofoten, Geralt converses with his companion

- If Yen is present Geralt says he's still surprised Yen never said anything about knowing he was looking for her. Yen responds that Triss did everything she could to sweeten his loneliness, Geralt reiterates he lost his memory and Yen coldly says that he knew he did, but Triss didn't.
- If Mousesack is present then he comments that at this rate Kambi will soon crow. Geralt asks what he means and Mousesack explains that according to legend there are two rocks on the shore of Hindarsfjall. One is the golden rooster Kambi, the other is the hero Hemdall. When the end of the world

comes Kambi is to wake Hemdall who will do battle with the giants. Geralt ironically remarks that its a shame, Hemdall would have been great help against the ice giant on Ard Hugtand.

If Mousesack is present then he will also point out some flowers. Geralt sarcastically says they'll make wreaths later but Mousesack informs Geralt that these are hairy cranesbills. They're also known as chilly cranesbills because of their sensitivity to cold, he points out that based on their appearance the area got cold. Geralt concludes that they could show them where the wild hunt went but Mousesack tells Geralt they only grow in forests. If the hunt went into a meadow then the trail would break off. The continue

**Lofoten**

The group arrives at Lofoten, the village has been completely decimated save for two men looking over an unconscious body of a woman. Geralt approaches the men and says he's looking for Ciri. The older man is evidently fixated on the woman and asks why he should help Geralt. The witcher says that he is here with Hvitr meaning he should be happy to help him. The man complies and says that this is his daughter Astrid, the other man is her husband. They had sailed out to fish one day only to return to find the entire village massacred save for Astrid. They have tried all sorts of methods but to no avail.

Geralt thinks Astrid is in a coma and suggests that he could try a witcher's method by giving her an antivenom potion.

- If Yen is present then she will suggest that instead she could heal Astrid with a spell. She just needs an elixir created from mushrooms. She instructs Geralt to find fly amanita.
- If Mousesack is present he suggests that he could alter Geralt's potion to be less dangerous. He suggests Geralt go kill some hyphydriae that live by the nearby lake and collect the clams on their backs.

**Path 1: Witcher's way**
Geralt brews the potion as is and administers it to Astrid, she awakens. Geralt asks her to tell him about Ciri and she complies.

**Path 2: Companion's way**
Regardless of each companion's methods, Astrid awakens. Geralt asks her to tell him about Ciri and she complies.

***Ciri Flashback***
Ciri is talking with Astrid, it's been some time since they last saw one another (Referencing the time Ciri stayed here and ice skated with Hjalmar). Astrid comments that Ciri's appearance has changed quite a bit and the trinkets she carries are foreign. Ciri says they're fashionable in Novigrad and asks if Astrid wants one. Astrid refuses but her daughter appears and boldly says she'd like one. Ciri can then choose which one to give.

After doing so, a mysterious elf appears and alerts Ciri that the Wild Hunt are coming. She asks Astrid where the caves are where the women and children hide from pirates. Astrid says it's behind Larvik and asks if Ciri needs supplies for the journey. The elf says there's no time and tells Astrid that she should run for her life. Ciri and the elf rush out and that is the last Astrid saw of her.

***Concept art depicting the Naglfar***

***Still from the VGX trailer depicting the Naglfar***

**The Next Step**
Astrid concludes that she was stupid and didn't listen to Ciri's advice, instead of running she packed her things and was caught by the Naglfar.

- If Geralt administered the potion as is then Astrid appears to be dying and thanks Geralt for bringing her back to the world of the living briefly, she says her goodbyes to her family and dies. The husband and father thank Geralt for their help and wish them luck with finding Ciri. The group head onwards towards Larvik.
- If Geralt administered Mousesack's potion or Yen conducted the spell then Astrid lives and thanks Geralt for bringing her back to the world of the living. The husband and father thank Geralt for their help and wish them luck with finding Ciri. The group head onwards towards Larvik.

After exiting Lofoten Geralt and his companion have another chat:

- If Yen is present they talk about the time Ciri ice skated here. Geralt praises Ciri's capabilities saying she could do pirouettes on one leg. Yen says she would love to see that one day, Geralt says that when this is all over they'll all go skating together.
- If Mousesack is present and Geralt uses his potion, Mousesack commends the effectiveness of Geralt's trade and asks if he'd be willing to share his secrets. Geralt can say that either his potion didn't work since Astrid died, or that his witcher secrets could be used to ill effect. Like creating an army of mindless monsters that obey commands (Possible Witcher 1 reference).

**Crossroads**
At some point while in a forest, Geralt and his companion need to look around for tracks to follow.

***Option 1: Frozen Flowers***
This may only occur if Mousesack is present. Geralt notes that more of the hairy cranesbills are covered in frost. They can follow them to find where the hunt went

***Option 2: Necrophages***
Geralt finds the burnt remains of a corpse-eater, but notes that there's no signs of fire around the creature. Yen/Mousesack think it must be a magic flame but wonder who used it since neither Ciri or the Hunt use fire. Geralt suggests it might have been Ciri's companion.

***Option 3: Blood Trails***
Geralt finds the mutilated body of a bandit. If Mousesack is present he will comment that the boy was called Bjaarni and that he fell on hard times, falling in with bandits. Yen/Mousesack comments that he seemed to have died in one blow

on the spot but notes that there are more bloodstains nearby. Geralt thinks they should follow them.
Following one of the trails, Geralt and his companion have another talk.

- If Yen is present she asks if Geralt sacrificed himself to free her and Geralt says he did, he rode with them. Had no choice.
- If Mousesack is present he asks Geralt if there are normal people with the Wild Hunt. Geralt says there are, but they are deprived of memory and reason, he should know, he was with the hunt for a time.

Arriving at the gulf near Larvik Geralt and his companion have another talk:

- If Yen is present she comments on how a strong cold breeze comes in from the sea. She says she'll need a fur jacket and jokingly fears it would make her look fat. Geralt doesn't initially realise she is joking and Yen teases him for it.
- If Mousesack is present he asks Geralt if he trusts Yen. Geralt says he doesn't know anymore and asks why. Mousesack says that Yen used to be part of the lodge of sorceresses and Geralt says the lodge is disbanded. Mousesack is unsure since not all its members have been captured, but trusts Geralt's word.
-

Entering Larvik Geralt and his companion talk before Geralt goes to see Donar:

- If Yen is present she comments they are entering the lands of Donar an Hindar. Geralt cheekily comments if he has a nickname like Holger. Yen remarks that Geralt is the one who insists on being called "White Wolf". Geralt responds that he didn't choose it, it just stuck with him. Yen remarks that it's good that Geralt didn't call himself the "Gray Stallion" or "Alabaster Tiger". Geralt jokingly says that if she keeps it up he'll remind her of what the people in Vengerberg used to call Yen.
- If Mousesack is present he asks if Geralt knows anything about Larvik, mentioning how Lars Hindar once defeated the giants ruling the island.

Geralt stops him before he monologues any more, saying he's not in the mood for legends if he's about to find Ciri's corpse.

**The Hermit**

Geralt enters the Jarl's hall to find Donar and his son Otrygg debating over sending relief to Birch Bay. On seeing Geralt, Donar asks what his business is:

- Geralt can ask if they saw a grey haired woman here. Donar says he didn't and hopes Geralt finds her alive.
- Geralt says he's tracking the Wild Hunt. Donar says they were here but passed by and made for Ulf's cove. Geralt asks who that is and Otrygg says he's a hermit, an odd fellow. Hasn't been seen since the hunt appeared

Geralt thanks them and returns to the group. Geralt informs them he'll head into Ulf's cove alone and his companion will wait with Hvitr. They agree and he heads in.

Geralt quickly comes across Ulf who mistakes him for a phantom and begs him to leave him be. Geralt can try to reassure him or question him but Ulf won't say a thing. Geralt mutters to himself that he needs Hvitr. Geralt returns to the group and asks Hvitr to come with him.

On seeing Hvitr, Ulf is more trusting. Geralt asks if a grey haired woman and a companion came by and Ulf says they did, they boarded a boat by the dock and sailed out. Geralt asks where they might have gone and Ulf says probably to the bottom of the sea, no sane person would sail out in a storm like that. Ulf also recounts how not long later, the boat returned with only an ugly creature in it. He didn't try talking to it but observed it rummaging around in the sand before wandering off, that's all he knows.

***Ciri Flashback***

Ciri and her companion enter the cove. Ulf is curious as to their presence but Ciri quickly tells him the Wild Hunt are after them and he must hide. Ulf scurries away as the hunt appears and witnesses the duo fighting and defeating the wave. He overhears Ciri saying they could kill all of them and the elf disagreeing, saying they must flee. The last thing he sees is Ciri's companion putting her to sleep and them getting on a boat.

Some time later, the boat reappears and an ugly creature disembarks, wandering off.

**Summing Up**

Geralt meets with his companion and summarises. Yen/Mousesack say that they recount seeing a creature similar to the one Ulf described in Kaer Trolde. They mention how it was picked up by an acting troupe and was brought to the continent.

- If Geralt has not investigated the leads in Novigrad and Velen then he'll remark that all he knows is that Ciri isn't in Skellige.
- If Geralt has investigated Novigrad then he'll remark that he spoke to the acting troupe who said they sold him to the Baron.
- If Geralt has investigated Velen then he'll remark that he saw a similar creature with the Baron but does not know how he got there.
- If Geralt has investigated the other leads then he says he knows the creature is with the Baron and that it's their only lead.

Geralt thanks Hvitr for his help and Hvitr says that now Geralt can help him, he wants to run away. Geralt asks why and Hvitr says that although life is well in the temple, it is more akin to a gilded cage. Freya didn't choose him to sit behind walls, he wants to explore the world and help people.

**Path 1: Free Hvitr**

Geralt tells Hvitr to get out of here, they won't look for him.

- If Mousesack is present he'll greatly protest since he promised the priestesses he'd look after the boy, and that at the temple he is treated like a god. Hvitr convinces Mousesack that he doesn't want to be treated like a god, but as a human. Mousesack relents and tells him to go. Hvitr leaves the conversation.
- If Yen is present she'll comment that Mousesack won't be happy. Geralt says he can deal with angry druids.

**Path 2: Keep Hvitr**

Geralt disagrees and says Hvitr isn't going anywhere. Hvitr is unhappy but complies.

- If Mousesack is present he thanks Geralt for being the voice of reason and says he'll take the boy back to the temple after this is done.
- If Yen is present she comments on Geralt being unusually principled, Geralt responds that this isn't the place for a boy to be wandering around on his own.

Mousesack/Yen wish Geralt luck with investigating the remaining leads (Or collecting the ugly creature if he knows where it is), they head back to Ard Skellig and the quest ends.

# Kaer Morhen

## q401_konsylium - The Ugliest Being

**Author: Ferroxius**
**Character List:**

- Geralt
- Yennefer (Conditional)
- Vesemir
- Lambert
- Eskel
- Uma
- Emhyr
- Voorhis
- Baron
- Stablemaster

***Note: This quest has some confusing quirks due to the early and underdeveloped nature of some scenes that cause consistency issues with later quests. This primarily revolves around whether or not Yennefer is present at Kaer Morhen, which lines up with how CD Projekt RED described the plot split in interviews. However, this plot split in q401 was removed quite early on but other quests had yet to be revised to account for this, most notably q208_heroesmead. As such, the version described here is an approximate early version including the Yennefer plot split.***

**Reporting to Emhyr**
After all three leads have been exhausted Geralt has to first report to Emhyr as part of their arrangement. Geralt goes to Vizima palace and speaks with Emhyr's chamberlain for an audience. After a bit of time has passed the chamberlain

returns and brings Geralt to Emhyr who is speaking with Voorhis. Geralt can try to interject but Emhyr ignores Geralt and continues talking (Even Voorhis, who is shocked at some of the emperor's plans for Novigrad, tries to intercede Geralt but Emhyr also ignores him).

Once Emhyr is done preaching, he introduces Geralt to Voorhis who Geralt mentions he's already met, Emhyr quickly dismisses Voorhis and asks Geralt to report. If Geralt sided with Yennefer in **q205_frozen_coast** then she also appears at this point as well. Geralt recounts what he has learned about Ciri, and that Uma is his current best chance at finding her. He is currently in the possession of the Baron. Emhyr suggests breaching Crows Perch to take Uma but Geralt says the Baron owes him a favor so there is no need. Yennefer, if present, explains that they think Uma is cursed and so she advises Geralt to take Uma to Kaer Morhen. Emhyr dismisses Geralt and says he needs to speak with Yen in private about Becca, she tells Geralt that she will meet him at Kaer Morhen.

- Geralt also during this exchange has the opportunity to disclose to Emhyr the fate of Letho if he completed **sq102_letho**. It is unknown if this affects Lethos fate later down the line.

**Getting Uma**

Geralt goes to Crows Perch and talks to the Baron. Geralt says he's close to finding Ciri and needs Uma to find her as he thinks Uma has been afflicted with a curse. The Baron agrees to let Geralt take him saying he's glad to be rid of the monster who has been increasingly annoying him and the men, he says he'll get the stablemaster to ready a horse for Geralt. Geralt goes to the stables and tells the stablemaster that he's taking Uma. The stablemaster seems annoyed that Uma is going and Geralt mocks him, asking if it's because he's taking away their entertainment. The stablemaster feigns caring for Uma but eventually reveals to be mocking the creature. Geralt has the option of punching the stablemaster or

telling him to fuck off. Regardless, he saddles up with Uma and rides for Kaer Morhen.

**Kaer Morhen**
Geralt and Uma near Kaer Morhen when suddenly a forktail flies close overhead startling Uma and Roach that Geralt has to calm down. They continue on to reach the fortress. Geralt rings the bell outside the entrance and Vesemir appears at the battlements, cautious at first but quickly friendly on seeing Geralt. He opens the gate and greets the witcher.

Vesemir confirms that as per Geralt's request, he tracked down Eskel and Lambert and brought them to the keep. Geralt is happy to see his fellow witchers again although if Yennefer is present then Vesemir warns him that things are a bit tense. Geralt asks why that is and Vesemir says it's because of Yennefer's closeted behaviour, and them not knowing in the first place why they're here. Geralt assures Vesemir that in time he will tell them what's going on and asks Vesemir to trust him for now. Vesemir is evidently not happy still, saying that the last time he saw Geralt he was picked up by a Nilfgaardian patrol bound for Emhyr. And just yesterday Yennefer, who he and the others thought was dead, suddenly appeared and took up residence in the tower, not even with a "kiss my ass". Geralt asks if anyone tried to talk to her and Vesemir says he tried, Yen brushes him off though saying she'll explain herself when Geralt arrives, she's been standing on the battlements looking out in the valley ever since.

Geralt asks Vesemir to trust him. The creature he's brought is cursed and he knows Vesemir is the best for curses. Geralt also mentions how Uma is related to someone very important to him. If Yen is present then Vesemir alludes that because the sorceress is here, he knows who that is, Geralt shuts him down however and says he'll explain himself in time.

Concluding, Geralt asks Vesemir to assemble the witchers. Vesemir says that Lambert is already inside tinkering with some machine for applying oils. Eskel spotted some monsters and went out to do some number culling. Geralt says he'll get them together to talk

From here, Geralt has three objectives that can be completed in any order: Speak to Yennefer (If present), find Eskel, and speak to Lambert.

**The Black Rose**

***Note: This section only occurs if Yennefer is present***

Geralt goes to the tower to see Yennefer. Yen is frustrated as to why the other witchers don't seem to want to cooperate and Geralt says that up until recently they thought she was dead. Now all of a sudden she appears and refuses to even sit down and have a drink with them. Yen retorts that the witchers accepted Geralt coming back from the dead without trouble but Geralt responds that its because they found him first. Yen was nowhere to be found with only rumors that she was alive.

Eventually, Geralt tries to smooth things over by thanking Yen for helping him deal with reporting to Emhyr and says he owes her one. Yen says that Geralt can return that favor now actually. She points to a rock formation nearby called the "Spire" and says that there's a rose that grows on top of it. She tells Geralt to bring it to her. Geralt can either agree to retrieve it or refuse

- If Geralt retrieves the rose and gives it to Yen then she is grateful to the witcher. She suddenly breaks down and apologises to the witcher for all the things she did; stranding Geralt with the Thralls, appearing so suddenly at Kaer Morhen, sending him to the spire. She admits that *"I…I'm afraid for her. And this fear is screaming and howling somewhere deep inside me. To silence her, I make judgments and make decisions that - in my opinion - will bring me closer to Ciri. That's why I came to Vizima. My choices are not always*

*good, but neither can they be when kindness defies necessity. I want to have her here, with me…”*. Geralt assures her that if they made it this far together, they will find Ciri together. Yen thanks Geralt.

- If Geralt refuses to retrieve the rose then Yen does not make up with Geralt, continuing their strained relationship. An opportunity to resolve this will appear later on however in **q208_heroesmead**.

**Eskel’s Scorpion**

Geralt follows Eskel’s tracks through the valley. Eventually he comes across Eskel’s horse being attacked by some harpies. If Geralt does not kill the harpies in time then Eskels horse is killed. Regardless, Geralt continues to track Eskel. Eventually he comes across his fellow witcher crouched in a bush (If Geralt goes near the monster Eskel is tracking then he will call out to Geralt which forces him to meet Eskel). Geralt greets Eskel and asks him why he left his horse at the mercy of harpies. Eskel claims that he dispatched all of them but Geralt responds that some survived. Eskel curses and asks what happened to his horse, Geralt relays the fate of the horse (Alive or Dead). Eskel is either notably upset if his horse died or grateful if she is alive.

Regardless, Eskel points Geralt's attention to the monster he was tracking, a Manticore. Eskel comments that it's a disaster waiting to happen, especially since he also noticed its guarding a nest. Geralt comments as well that when the young hatch, they’ll spread out and harass other nearby settlements. Eskel agrees and says they should deal with just the mother, he formulates a plan with Geralt. The plan is that Geralt will rush in and break the manticores ribcage, Eskel will then deal with its three hearts. Eskel also gives Geralt a blade oil to increase his strength against the creature. Once ready, Geralt charges in and fights the manticore

There are no details on how the fight with the manticore goes but we can assume that it goes similar to how Eskel planned it. After dispatching the manticore mother, Eskel asks Geralt what they should do with the nest.

- **Option 1:** Burn the nest - Eskel says that without the mother the young won't live long and he doesn't want them to unnecessarily suffer. Geralt also comments that if they did survive, there'd be four new manticores causing havoc (Eskel points out it would actually be six, there's two extra eggs Geralt didn't see in the nest).
- **Option 2:** Leave the nest - Eskel warns Geralt that if the young hatch they could be a threat to the valley. Geralt says that it would mean more work for them which he has no problem with. Eskel understands.

Geralt makes his choice and then leaves with Eskel back to the keep. While walking back Geralt and Eskel talk about the choice they made, Geralt also reveals to Eskel here that they're looking for Ciri and the man he brought is the link to finding her. Eskel asks why here and Geralt says the man is very likely cursed.

Arriving back at Eskels horse, Eskel comments if she is dead that he'll have to gather his things from her saddlebags, if she is alive then he says he'll let her graze for a bit. Regardless he says he'll see Geralt back at the keep.

**Lambert and the Machine**

Geralt finds Lambert inside the keep tinkering with blade oils. He is startled by Geralt's sudden appearance but greets his friend regardless. Geralt asks what he's doing and Lambert says he was just tinkering around with alchemical formulae. Lambert asks what Geralt is doing here and Geralt says he's looking for Ciri, the man he brought is linked to her but he's cursed, so he needs everyone's help. Lambert understands and walks with Geralt to the main hall. Along the way Geralt and Lambert recount Geralt's mishaps in Witcher 2, how Foltest died in

spite of his and Triss' efforts. Lambert asks how Triss is and Geralts response depends on what he has said about Triss up until now, generally responding though that they drifted apart. Lambert says he's sorry to hear that.

***Concept art depicting Kaer Morhen's interior***

**Witchers Assemble**

Geralt, Eskel, Lambert and Vesemir meet in the main hall. Geralt says that now they are here, they can start work on Uma. Vesemir however asks Geralt if he could delay the examination so that they could catch up on what's been going on this past year. Geralt can try to insist on examining Uma but Vesemir claims that Uma is exhausted from the journey, and the tests they will be doing will be stressful. Gerelt relents and sits down at a table with the others to have a drink

Around this time if Yen is present, then she appears and Vesemir asks if she would join them for a drink. Yen refuses saying she is exhausted from the journey

and will be retiring to her room. She wishes the group well and leaves the conversation.

Geralt and the witchers then talk for a bit about various topics. Geralt through gameplay can choose who to talk to and can switch between witchers. Note that these discussions are not fleshed out, amounting only to summaries.

*Vesemir*
Geralt can ask:

- About Ciri - Vesemir recounts his memories of Ciri training at Kaer Morhen and how she had the potential to become a female witcher.
- About Kaer Morhen's state - Vesemir says that ever since Salamandra's attack, he hasn't had the time to fix the fortress.
- About Vesemir's path - Vesemir recounts how he came across another witcher from a school he had never heard of before, the school of the Viper.
- About Triss - Vesemir recounts the time Triss stayed at Kaer Morhen and taught Ciri how to be a woman.
- About Uma - Vesemir says that he's sleeping soundly in a cage nearby.
- About something else - Vesemir asks what Geralt would want to talk about and Geralt talks about whether or not he killed Letho in The Witcher 2.

*Eskel*
Geralt can ask:

- About Ciri - Eskel recounts how Ciri was determined to beat The Killer, how she never gave up.
- About Eskel's path - Eskel says it's been mostly uneventful. Mostly researching history.

*Lambert*

Geralt can ask:

- About Lambert's interest in alchemy - He says he's been experimenting with creating blade oils and wards with general success.
- About Lambert's path - He talks about the time he needed to develop fire warding materials during a trek through a Fire Salamander infested area.
- About Ciri - Lambert recounts his time training her, how he thought she was incredibly skilled at such a young age.
- About Triss - Lambert rips in on Triss making rude comments. Geralt has the option to let him rant or to tell him off
    - If Geralt lets him rant then Eskel eventually tells Lambert he's being a dick and to stop. Lambert relents.
    - If Geralt tells him off then Lambert taunts Geralt asking what he's going to do about it. Geralt punches Lambert triggering a fistfight. After fighting, if Yen is present, then she appears, demanding to know what is going on. Geralt and Lambert try to explain themselves but Yen doesn't want to hear it, scolding them and saying if they wake her again they'll find their more essential parts to have magically disappeared in the morning. She leaves.

Eventually the evening ends and the group goes to sleep.

**Testing Time**

Lambert wakes Geralt saying that Vesemir and Eskel have prepared Uma for the examination. If Yen is present then Geralt can say he'll go wake her too, Lambert says that if Geralt thinks she'll be of any use then be his guest.

- If Geralt goes to wake up Yen then she'll reluctantly get up. Commenting that she didn't sleep well, either because Eskel's high pitched laughter kept her up, or that she'd dream of Ciri every time she slept.

The group gathers around Uma who has been tied to a chair. Vesemir says they should check his physical condition first, see what they're up against.

- If Yen wasn't woken then she will suddenly appear in the conversation, thanking the witchers for allowing her to have her beauty sleep, but saying she wished someone had woken her.
- If Yen was woken she comments that she is thankful for the witchers letting her join them, sarcastically commenting that the only reason she rode two provinces to join them in their dusty keep is because she likes extended horseback rides.

Geralt has a few options to investigate:

*Vitals*

- Heartrate - Vesemir presses his hand firmly over Uma's arm. He notes that Uma's heart rate is way above the normal rate for any humanoid.
- Respiratory Functions - Vesemir clamps his hand over Uma's nose, then his mouth, then both at once. He notes that Uma has difficulty breathing, a bit like a snub-nosed dog.
- Body Temperature - The group notes his body temperature is low, they reckon it's likely because of poor blood circulation.
- Mouth - Lambert is motioned to open Umas mouth but he refuses, telling Eskel to do it. Eskel grumpily thanks Lambert for being a sport and opens Uma's mouth. Geralt asks what he sees and Eskel responds that it smells like a Vipper with a sore throat. Apart from that its missing teeth, about what you'd expect from a creature like this.
- Joints - Vesemir moves Uma's joints around, he comments that they seem stiff as if Uma has severe arthritis, even though it doesn't seem painful. Abruptly though, Uma cries out in pain and Vesemir corrects his diagnosis.

After completing the vitals examination, Yen, if present, asks the group to be more careful in case they kill Uma. Lambert retorts that if they don't like their methods, she can leave.

*Reflexes*

- Light sensitivity - Vesemir holds an igni flame in front of Uma's eyes. Uma thrashes around however, Vesemir concludes Uma's instincts are like that of a wild animal. They won't be able to test his pupil dilation.
- Knee-Jerk Reaction - Geralt smacks Uma's leg with the hilt of his sword. Uma's knee reacts but slower than expected. The group note this.
- Swallowing - The group administers white gull which Uma seems to swallow, just not very well. Lambert humorously recounts how he's glad Uma isn't a source since the last time a source drank white gull (Ciri) she went into a trance

*Nature of Uma's Condition*

- Sensitivity to Silver - Geralt places the flat of his silver sword against Uma's skin. No reaction.
- Sensitivity to Oils - The group makes a cut on Uma and applies different oils to see if it reacts to it. Only Hanged Man's Venom produces a painful response from Uma.

*Talking to Uma*

Geralt tries asking Uma who it is, where it's from, how it got here and where Ciri is. Uma only seems to respond to being asked where Ciri is, implying it might know.

**Summing Up**

The group concludes on the following factors:

- Lambert concludes that Uma's health is extremely poor.
- Eskel concludes that its reflexes are similar to that of a wounded animal.

- Vesemir concludes that it must be a non-undead humanoid. Its mental faculties are akin to a wild animal but it did respond to “Ciri”.

Lambert notes that it's an extremely powerful curse that is affecting Uma. The only comparable example he knows of happened when he was in Creyden. Prince Fredefalk had a first wife who was a true beauty but was cursed. She was sane but transformed into something disgusting. The prince couldn't bear the sight of her and begged her not to look at herself. He then ordered all mirrors and other shiny objects to be removed from the palace. Lambert had spoken to a mage who suggested that the wife simply needed to look deep into herself, eyes are the window to the soul and all that. So Lambert gave her a mirror and told her to look deep inside it, beyond her eyes until she saw her true self. It took several hours but it worked, suddenly she changed back into her beautiful form. Unfortunately she went crazy.

Vesemir doesn’t really understand if Lambert's story is of any use. He says then that they should harvest some of Uma’s blood for examination which he gets by cutting Uma. He then administers a potion to Uma to heal him. Yennefer, if present, quickly asks what he just gave him and Vesemir says it is White Raffard's Decoction. Yen exclaims that it's a witcher potion and that he might have just killed their only lead. Vesemir comments though to look at Uma, how his wounds healed fast.

The group theorise that in order to lift Uma’s curse, they need to restore his old form in body, mind and soul. For the body, Vesemir wonders if they could give Uma a drink stronger than White Rafford. Yen, if present, mentions the Honey of Heroes, it is a drink known for curing any and all diseases and increasing lifespan. Vesemir notes that it could heal his body, but not his mind.

Yennefer says that Lambert's story may be useful now. Vesemir asks how and Yen ponders if they could show Uma his true form, the image of his soul. She mentions a ritual in No Man's Land that could help. Geralt confirms it as Forefathers Eve which Keira told him about (If Yen is not present then Geralt does the pondering about the soul). Vesemir wonders if they could find something useful on this ritual in the library. He and Geralt set off for the library

**Researching the Curse**
At the library, Vesemir asks Geralt what book he is looking for. Geralt through dialogue has to tell Vesemir:

- Where it is performed
- What it summons
- How often it can be held per year
- Where it originates from
- Who performs it

If Geralt answered the questions correctly then Vesemir will point Geralt to a pile of books to search, narrowing his search. If Geralt answered the questions incorrectly then Vesemir won't know where to look and says Geralt may have to search on his own. He can try again with Vesemir though if he wishes. Eventually, with or without Vesemir's help, Geralt finds the right book and the duo head back to the group.

***Note: Some leftover scripts in the game files suggest that sorting through the books may have been a minigame with unique mechanics.***

**Mind, Body, and Soul**
Back with the group, Geralt relays what he learned about the ritual and surmises it could be used to revive Uma's soul.

The group contemplates how to revive Uma's mind. Eskel suggests that a sorcerer could create an illusion of Uma's true form but Yen, if present, says she knows of no sorcerer who could pull that off. Geralt suggests that a doppler could assume Uma's true form. He recounts having met one in Novigrad who he could bring down to help, Dudu.

As for the body, Yen mentions the Honey of Heroes again, she notes that it is handed down by Hern the Hunter to the ruler of Skellige, who is due to be crowned soon. Vesemir asks how she'll acquire this and Yen says she has her ways. Lambert begins to make a joke about Yen seducing people but Geralt quickly silences him.

- It is not clear how the group learns about the Honey of Heroes if Yen is not present.

Geralt tells Vesemir to bring Uma to an abandoned mill in No Man's Land, near the lake on the west side. The doppler will meet him there and Geralt will eventually pick both up to go to Forefathers Eve. Vesemir comments that should Uma turn out to be Ciri, he should bring her to Kaer Morhen to defend her from the hunt. Geralt can agree or be unsure due to the keep's crumbling defences.

After forming the plan, Yen, if present, says she'll take her leave to go to Skellige to get the Honey of Heroes. Vesemir thanks her for visiting and hopes to see her again. She leaves the conversation.

Before Geralt leaves he can talk to Vesemir and Yen (if present)

- Talking to Vesemir, the old witcher confides in Geralt that he thinks something is bothering Eskel and Lambert. He'd like Geralt to talk to them when he has the time. This triggers both **sq401_eskel** and **sq402_lambert.**

- Taking to Yen (if present), she says she is bound for Skellige to attend the coronation. She expects Geralt to visit the tailor from before to get proper attire for the event. Geralt protests but she insists. She leaves.

Geralt leaves. He now has three tasks:

- Acquiring the Honey of Heroes.
- Convincing Dudu to help him lift Uma's curse.
- Convincing the Pellar to perform Forefathers' Eve.

# END OF ACT 1

# Act 2: The Curse

*You would certainly want to make a mercenary out of her, for a measly pittance she would expose herself to people who would consider her a degenerate and a monster*
***Yennefer of Vengerberg***

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# Skellige

## q206_berserkers - The Red Feast

**Author: Moonknight**
**Character List:**

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Becca
- Lady Bran
- Svanrige Bran
- Arnvald
- Holger Blackhand
- Madman Lugos
- Donar an Hindar
- Mousesack
- Udalryk
- Hern the Hunter
- Hallgrim
- Steingrim
- Yolar

**Arrival at Kaer Trolde**
Geralt arrives at Kaer Trolde with the objective of retrieving the Honey of Heroes, a special mead gifted to the King of Skellige by a deity named Hern the Hunter. The problem is that after King Bran's death, Skellige's nobility is still stuck in the process of choosing a new ruler. Geralt arrives to assist, and outside the keep he

meets Yennefer. The two greet each other and start to discuss what awaits them. Yennefer doesn't like that Becca could win and wants to avoid that.

***Geralt:*** *I don't get it. Why does it bother you who will sit on the Skelligan throne?*

***Yennefer:*** *Your short-sightedness and naivety don't stop to astonish me...I don't care about the throne of Skellige. It's the Nilfgaardian one. If Becca becomes queen, she'll never come back to Emhyr. It will eventually spread that his wife left him and rules the enemies of the empire. Can you imagine what a scandal this will be? Emhyr's getting weaker, it'd be too much for him. Corporations will deprive him of power... And then he won't hand it over to his daughter. Now do you understand? If Becca wins Skellige, Ciri will lose the Empire.*

***Geralt:*** *You count your chicks before they hatch...*

***Yennefer:*** *It's called forward thinking. I'd be good for you to learn it once.*

Geralt isn't concerned, he's at odds with Yennefer's plans regarding Ciri and would rather that the girl was the one making the decision. Yen has already conceived a plan to avoid Becca's coronation. She can't do anything with Donar and Lugos, who are firmly supporting the girl, but she has noticed that Holger Blackhand is attracted to her and tried to flirt multiple times. She had decided she will seduce him. Geralt can react in different ways, but he's not really pleased with the idea, and can also offer to try to resolve the situation in different ways.

***Yennefer:*** *So far Becca wins three to two against Hjalmar. I won't convince Donar and Lugos to withdraw their votes for her, they don't trust me... But Holger... Holger is something else. He can't take his eyes off me, winks at me... I could use that to put Becca out of his head. Then votes'll be even and the winner shall be chosen by a trial... And then Hjalmar will surely win*

***Geralt:*** *Wait a sec... You plan to use the fact that Holger has hots for you? How?*

***Yennefer:*** *In any possible way. Any.*

***Geralt:*** *You'd do anything for politics… Even sell your body.*

***Yennefer:*** *Not for politics. For Ciri. I'm sorry you don't understand it… And that you think of me like this*

***Geralt:*** *You will fuck for Ciri? That's ridiculous, Yen!*

Reactions can be different, we assumed based on if Geralt and Yen rekindled her relationship in q401, such as

***Yennefer:*** *I thought we already agreed that we both want to place Ciri on the Nilfgaardian throne…*

***Geralt:*** *We did. But there was no mention we'd do it at any cost*

*Or*

***Yennefer:*** *And what do you care? You think that because we used to be together I will wear a chastity belt for the rest of my life?*

*Or*

***Yennefer:*** *Geralt… I know it's not the perfect solution, that I'm hurting you. But otherwise I won't achieve my goal… And I can't let that happen.*

***Yennefer:*** *If you think that I'd do it for pleasure, or just to spite you, then you're wrong. I'd love to deal with it some other way. But it's impossible.*

**Lore Note: Hern the Hunter**
Hern the Hunter is a mythological being from English folklore. In folklore, he is said to have antlers growing from his head, rides a horse, torments cattle, and rattles chains. In this version of the story, he is a deity and guardian spirit for the

people of Skellige and a character in the game. He lives among the people of Skellige in the village of Fyrsdal and the people in Isles value his guidance.

***A drawing of Hern the Hunter in English folklore. His appearance in The Witcher 3 is unknown.***

**The Feast**

We are welcomed by Arnvald and introduced to the main hall, where the jarls and notable skelligers are feasting. Geralt and Yennefer meet Hjalmar, who very loudly makes sure that everyone knows about his friendship with the witcher; we then meet Lady Bran and Svanrige. Svanrige gives the impression to be a shy and sleepish kid under the influence of her mother. Geralt asks to speak to Svanrige, but Lady Bran cuts him out as they are about to leave, inviting the Witcher to her chamber later. The couple then meet Mousesack, who wants to talk to Geralt in private and will wait for him on the balcony. They then meet Crach, who compliments Yennefer for her beauty and praises Hjalmar for the loot he brought to the feast, claiming that there will be many more spoils and loot under his rule,

and then invites us to talk about the future in private; and then we meet Lugos, who sarcastically comment on the eventual marriage between Geralt and Haalkatla, a Thrall princess. We meet Uldaryk if we have freed him from the Hym, and Hallgrim, a Vildkaarl, who harasses Yennefer and challenges Geralt to a duel. Regardless if we accept or deny him, he will tell us where to meet him and when.

After all the presentations are over, Yennefer tasks us with speaking with the representatives of the three candidates to the crown of Skellige. Birna on behalf of Svanrige. Then Mousesack in the name of Becca. Crach who supports Hjalmar.

Geralt could talk to them in whatever order we prefer, and we could also interact with other guests, like Holger Blackhand, who also comments on the consequences of a previous side quest (s**q202_nereids**)

***Holger:*** *[DEBUG] The Nereids are becoming more and more bold and have started attacking people.*

***Geralt:*** *(Choice 1) [DEBUG] Says that's unfortunate. Still, he believes he acted correctly.*

***Geralt:*** *(Choice 2) [DEBUG] Says he'll drop by and solve the problem.*

***Or***

***Holger:*** *[DEBUG] Tells Geralt about Nereids and Ilyocoris. They wreaked havok among the population of Faroe.*

***Or***

***Holger:*** *[DEBUG] Says that his intervention helped. Nothing is attacking and eating the islanders anymore and it looks like they can finally have some peace. He is very satisfied with the witcher's help and doesn't keep quiet about it.*

**Appealing to Geralt**
Geralt talks to Mousesack, who appeals to him to support Becca for the Crown. He tells us that he's gonna play dirty by revealing that Svanrige is Crach's son, and not Bran's. The Witcher can also reveal to him that he knows about how he rigged the Sacrifice Trial in favour of Becca.

Geralt talks to Lady Bran which follows a similar pattern. We meet her at her chamber, while Svanrige is sleeping. She asks for support and in exchange implies sexual favours in return. Geralt can ask her about the Honey of Heros, and she agrees to help with that if Svanrige is crowned; the witcher can also reveal that he knows about Svanrige's legitimacy as Bran's heir. Lady Bran is not too pleased about it, but doesn't deny it.

It's Crach's turn, and he also asks to support his candidate, Hjalmar, claiming he's the best choice for Skellige and the stability of the islands.

After Geralt has finished talking, he hears a commotion in the main hall, and Arnvald rushes in, yelling that there are monsters and begging Geralt to help. Geralt notes that Yennefer is in there, and rushes in to find a number of bears in the hall slaughtering the skelligers. Geralt dispatches them.

**Hern the Hunter, Investigation and Lockdown.**
After the battle is over, Hern the Hunter, Skellige's deity, appears, claiming that something terrible happened and awoke the Berserkers, someone shed blood to gain power over the island, and he will not bless anyone, nor give out the Honey of Heroes until they found who's responsible. Crach and Mousesack agree, and then ask Geralt to help them as he's a neutral party in the conflict. Geralt can ask for a reward, and Crach puts the entire castle in lockdown. No one, except for Geralt, is allowed to leave until the situation is resolved.

Geralt starts searching for clues by examining the bodies and interrogating the survivors. Geralt finds a detached ear, but none of the berserkers lying around had a correlated mutilation. He also notices a cup of wine with a strange scent.

Becca claims she was listening to Drogodar's song when the Berserkers suddenly appeared. One of them attacked her, but she managed to cut his ear with a knife she took from the table. She then hid under the table for the duration of the fight. Becca is ashamed of it, she says she had to fight and prove she can protect the people of Skellige, since she wants to rule them. Geralt claims that she can protect people with wits too. The witcher can also tell her about the rigged trial and try to push her to retire from the race for the crown, but Becca refuses.

Hjalmar and the other Jarls can also be interrogated, but none are particularly useful.

Yennefer can also be interrogated. She didn't see anything, as she was with Hjalmar in the corridor when the fighting started. Geralt can ask if she knows about the berserkers and she advices to go to Crach. Geralt can also ask for her opinion on the tainted wine that he found and she recommends speaking with Mousesack

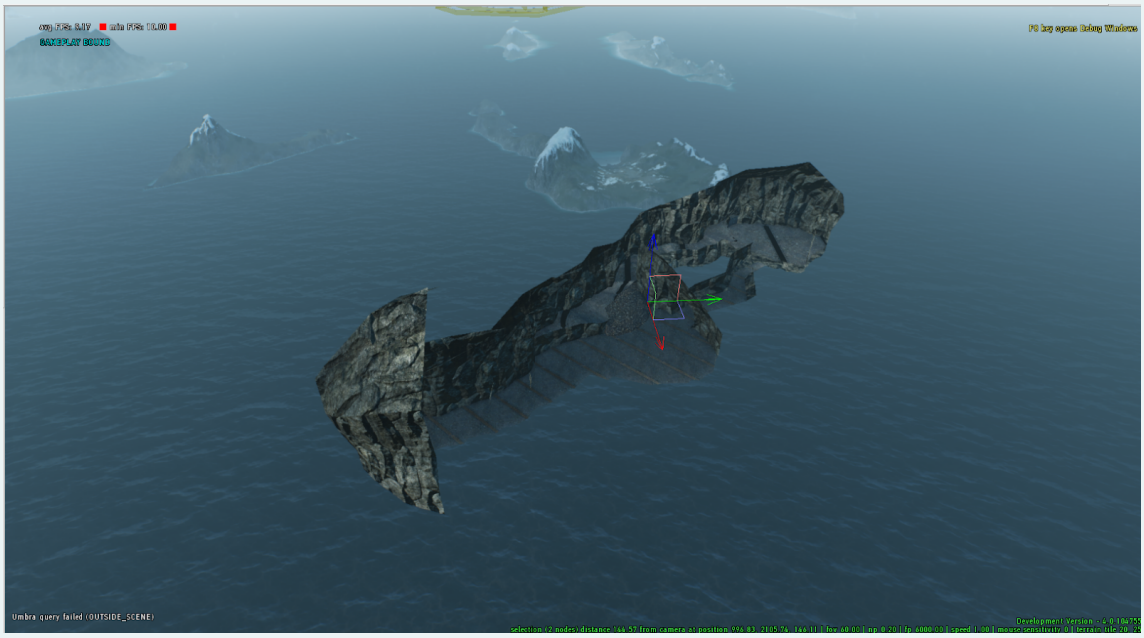
**Following the Trails**
Geralt has now two non mutually exclusive paths. He suspects that Hallgrim is involved and talks to Yennefer about it, she points out that luckily he challenged Geralt to a duel on the coast earlier.

He can follow the trail of the Berserkers or continue investigating the wine.

**The Berserkers**
Geralt goes to the coast of the Great Bay at noon, as specified by Hallgrim. Here he faces the Vildkaarl. Geralt asks him if he's working with someone else, and the berserker answers that he's working only with the purest of Skellige's blood. Geralt also notices and can comment on Hallgrim's missing ear, which puts him

at the scene of the crime. Hallgrim then transforms and Geralt has to defeat the berserker. He then follows the trail to a bear shrine, and a cave, where he witnesses Yolar performing a ritual that transforms more Vildkaarl into the bear beasts. Geralt defeats them and confronts the Druid. He claims that Svanrige must be crowned as he bears the blood of King Bran and Skellige must for a strong dinasty if they want to survive and thrive. The White Wolf concludes that Birna Bran must be behind it and can also retort to the druid that he was cheated by her, since Svanrige is a bastard and not the rightful heir of Bran's clan. If Geralt already investigated the wine then he can also comment that he already knows about Arnvald and how he transformed the berserkers. Geralt tries to force Yolar to testify, but the druid attacks him, forcing the witcher to kill him.

Geralt finds a letter on Yolars corpse claiming that the druid would become the King's right hand man if Svanrige was to be elected.



***Work-in-progress cave***

*Inside the cave*

**Blood and Mushrooms**

Geralt visits Mousesack to ask for information about the strange wine he found. Geralt says that he's a suspect in this whole berserkers plot, as he stands to gain a lot from it. Mousesack is offended, and the witcher takes advantage, saying that to prove his goodwill, he could help him in analysing the sample of the strange wine. The druid smells the wine, puts some herbs in it and utters a magical formula. The wine becomes black, apparently it has been tainted with blood and a psilocybin mushroom. He suggests speaking with Arnvald about it, then gives the herb he used to Geralt, to test other samples of wine.

Geralt can also confront Becca and Crach about the wine. Becca refutes any accusation, claiming that the wine is always brought in after a raid, and the Skelligers would usually raid Nilfgaard as the empire controls Toussaint and its famous vineyards. Crach also tells us to talk to Arnvald.

The witcher talks to the servant and asks where the wine comes from and if there's any left. Arnvald confirms it is loot from raids, and that there is still wine in the cellar,  he will take Geralt there himself. Arriving at the cellar, Arnvald leaves Geralt to investigate by himself. The witcher finds more tainted wine, but from the shadow a berserker in human form emerges, attacking him. Geralt kills the threat, and then goes back to Arnvald. He's surprised the white wolf is back so soon, but Geralt can see through his lies now. He knows he's behind it. Arnvald confirms he was the one messing with the wine, on Yolar's orders, but doesn't want to reveal who the druid was working for. He then engages the witcher into a fist fight.

After the fight, Arnvald finally confesses he's working for Birna. Geralt can decide to "unceremoniously snap his neck and walk off", send him to the dungeons or convince him to testify against her.

**The Trial at Noon, in the Shadow of Gedyneith**
We can confront Birna with this information. She confesses, but asks us to only put forward inconclusive and circumstantial proof which would acquit her and Svanrige, she then tries to seduce Geralt. The witcher can refuse her advances or go to bed with her.

He then talks to Crach, who hopes that Geralt has found something because he can't stand being there with Holgar and Lugos anymore. Crach, on hearing the news that Birna is behind it, prepares the trial for the following day at the sacred oak of Gedyneith, but asks the witcher to only accuse Birna, leaving Svanrige alone, as he's still his son. Hjalmar however, being an opportunist, asks the white wolf to accuse both, in order to have more chances in securing the crown.

Yennefer asks us if Geralt is ready, pointing that he was never a good speaker, then they set off to the trial.

In this trial we have a series of choices. We can present a series of statements that will determine the fate of Birna. The [T] are statements that we can prove, the [F] are circumstantial and unproven, it is unknown how many points are required to have Birna be found guilty (It may also be possible for the player to start the trial without playing the vildkaarl and wine paths, or just playing one of them, but this is pure speculation).

- ***[Choice line]*** *I have a witness who'll confirm my words. [T]*
- ***[Choice line]*** *This letter proves her fault. [T]*
- ***[Choice line]*** *One of the vildkarli admitted that he supports Svanrige [T]*
- ***[Choice line]*** *Svanrige and Birna left the feast before the massacre. [T]*
- ***[Choice line]*** *Birna was too sure of winning [F]*
- ***[Choice line]*** *Arnvald pointed at Birna [F]*
- ***[Choice line]*** *Birna admitted herself. [F]*
- ***[Choice line]*** *Birna is insanely ambitious. [F]*

If Arnvald was sent to the dungeon, he manages to break free and commit suicide, so he won't be available. Geralt can also use his sex encounter with Birna against her.

The jarl judges Birna, and if found guilty, she's condemned to be chained to a rock and perish.

Crach reaction depends on the fate of Svanrige. The matter of choosing the King is still open, but they first need to pay respect to the dead who perished in the berserker attack.

# q207_raids - Queen's Gambit

**Author: Moonknight**
**Character List:**

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Becca
- Mousesack
- Haalkatla
- Asger the Lariat
- Knut the Bastard

This is a simple and rather small quest that begins after Berserkers and it's supposed to determine which character between Hjalmar and Becca will gain the Crown of Skellige

***Note: In the following quests, q207 and q208, there relationship between Yen and Geralt is depicted as having issues yet unresolved, despite what is previously shown in q401. We assume this is the result of the plot split and what happened next between Yen and the witcher is related to Yennefer not being at Kaer Morhen previously. Scenes that are consequential to the other path, which is Yen and Geralt resolving the issues at Kaer Morhen, weren't found.***

**Becca's Last Chance**
The scene begins when the ashes of the victims of the Berserker's attack are scattered over the sea. Immediately after the funeral, the vote for King of Skellige is announced.

This section doesn't seem to have been fully completed, only debug text is left

*[DEBUG] People who are in favor of the becca*

*[DEBUG] Donar's son - you have to choose where to expand his character - he supports becca*

*[DEBUG] Udalryk supports becca*

*[DEBUG] Lugos supports becca*

*[DEBUG] candidates who support Hjalmar:*

*[DEBUG] Supports Hjalmar - has 2 votes for clan bran*

*[DEBUG] Holger Supports Hjalmar*

*[DEBUG] If Crach has only 1 vote - this guy pops up as a representative of the Brans. It is not known who he is yet, except that he is a representative of the Bran family. To be determined by Martin B and Matthew T*

Hjalmar starts to rally the crowd, promising that nothing will change when he becomes a King, they will continue to raid Nilfgaard and bring loot to Skellige, a foreigner will not sit on the throne. Becca realizes that Hjalmar is the favourite and she hasn't got many cards left to play. She needs to go all in. She begins by saying that a lot will change under her rule, that she will end pointless disputes between clans, that she will show that skelligers can win not only by force, but also by reason, and that she will make them rich. She knows of a location along the coasts of Velen, a rocky bay where Nilfgaardian soldiers are preparing an expedition to move pillaged gold from the north to the Empire.

A race for that gold is called. Yennefer is not really interested, and asks Geralt to come to her room later, to see her "butterfly collection".

**Choosing a Side**

We are now approached by Crach and Mousesack. They want Geralt to support their own candidate. Mousesack, regardless if we decide to support Becca or not, asks us to remove Yennefer from the equation. He doesn't trust her since she came here under orders from Emhyr but has now decided to not support Becca. Mousesack hints at the fact that all sorceresses have dimeritium shackles, and Geralt knows what to do.

If we decide to drop by Yennefer's room, she puts a sound cancelling spell on the room, seduces Geralt and gets him to bed. Here, Geralt can decide to leave or use the dimeritium shackles to imprison Yennefer in the room. (*a sex scene is not confirmed*)

***Yennefer:*** *Have you come to see my butterfly collection? I lied to you. I don't have any butterflies. And what are you going to do to me now*

***Geralt:*** *Mhm.*

***Yennefer:*** *I knew I'd lure you in with the promise of a discussion about politics.*

***Geralt:*** *You know my passions like few others*

***Yennefer:*** *Where would one begin.... Have you thought about what it would be like to be a king? Imagine that you can absolutely do anything.... Fulfill every whim...*

***Geralt:*** *I like the idea.... I already know what I will do.*

***Yennefer:*** *Yes, my deadly handsome suzerain?*

***Geralt:*** *I'll tie you up. Give me the handcuffs.*

***Yennefer:*** *Gosh. Silly me. I cast a silencing spell and no one will hear my pleas for mercy.... Oh, I am completely at your mercy.... And what now?*

***Geralt:*** *Don't count on the witcher's mercy. We are mutants devoid of feelings*

***Yennefer:*** *But with extraordinary endurance….*

***Geralt:*** *Relax, Yen. No one will disturb you here.*

***Yennefer:*** *Where are you going?*

***Geralt:*** *For gold.*

***Yennefer:*** *You won't leave me like this*

***Note: Geralt can also choose to not handcuff her and simply leave before sex, claiming he doesn't like to cheat (it's unclear if this option is there to role play a Geralt in love with Triss or the "cheat" part refers to not tricking Yen***

Haalkatla, the Thrall princess, also drops by if Geralt gets "engaged" to her in Act 1, saying that she wants to spend time with her future husband, and help Geralt in the raid.

**The Raid Begins**
Once we have chosen a side, Geralt gets on a Drakkar with his chosen candidate and their followers, and they sail for Velen.

Hjalmar's plan is to drop on the shore, take the guards out, take their armor and then raid with a surprise attack. Mousesack's plan is to use a ruse. There's an insect that can summon a swarm of locusts, and they can be directed with a pheromone produced by an ingredient that we need to retrieve for the druid.

Regardless of who we choose, the opposite candidate always arrives first at the gold. The candidate we support then proposes a duel for the gold and forces Geralt to participate as their champion, against the opponent's champion.

Asger the Lariat for Mousesack, Knut the Bastard for Hjalmar. Geralt wins, the candidate we support retrieves the gold and goes back to Skellige to be acclaimed.

# q208_heroesmead - Consummation

**Author: Moonknight**
**Character List:**

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Becca (Cerys)
- Haalkatla
- Hern the Hunter
- Jonas the Innkeeper

After the raid, Hern the Hunter proclaims the end of the trials and the new ruler of the Isles. All that is left is the coronation, to be held under Gydyneith, the Sacred Oak, at dusk. Geralt will be the guest of honor, on Crach's invitation.

But before that, Haalkatla approaches Geralt for the final goodbye. It was a good fight, but she recognizes that her and Geralt belong to different worlds, and thus they are incompatible. But the witcher will always be welcome among her people.

Geralt also goes back to Yen's room, but upon entering he finds that it has been pretty much destroyed, with a servant in there trying to fix the mess and clean it up. The witcher asks the servant what happened. She answers that she entered the room and found the sorceress chained to the bed, so she went to free her, but as soon as she did Yenenfer unleashed her rage on the room, before storming out. She doesn't know where she went.

***The original location of the sacred Oaktree***

**Coronation**

At the oak tree, Geralt witnesses either Becca or Hjalmar's coronation. Congratulating the new ruler of Skellige, the witcher asks about their end of the bargain, access to the Honey of Heroes, needed to lift the curse on Uma. The request is soon denied, as the ruler tells us that Hern has discovered Geralt's plan, and wants to test the witcher. He now has to find him.

***Note: there are no scenes nor journal lines describing how Geralt finds Hern and what kind of trial this was supposed to be***

Geralt finds Hern in a shack, disguised as a fisherman. Geralt sees through the disguise and claims that he knows he is the legendary Hern the Hunter and that he has some kind of power. Hern asks Geralt to sit and drink, and a horn with liquor appears out of nowhere. Geralt asks if he can have the Honey of Heroes, pointing at that liquor, but Hern laughs, claiming that this liquor is only good to

get drunk. The real Honey of Heroes was stolen very recently by a sorceress. Geralt connects the dots, he knows now he has to find the disgruntled sorceress.

***Note 1: It's possible that there are 2 outcomes to this, with the other being that Geralt comes first and gets the mead. A line of dialogue with Yen later points to this, but there is no related scene with Hern***

***Note 2: There is a comment about a white deer, but no further informations and I was unable to understand what it was supposed to be***

**Yennefer: Lover or Friend?**
***Note: It's unclear if Geralt visits the chamber where he locked Yennefer in now or before the coronation. The scene title points to it being before the coronation, but it's unclear how Geralt finds Yennefer's new location.***

Geralt goes back to Kaer Trolde and notices servants moving furniture that belong to Yen. He asks where they are bringing that stuff and they point to Jonas' Inn, in Kaer Trolde's harbor. Geralt goes there and finds Yen.

Geralt comments that she isn't hard to find, and she answers that she isn't hiding at all. She had to move away from Crach's court because after what Geralt did to her, people were starting to talk. She's still angry with Geralt, he can either apologise or remark that she deserved it for the Thralls affair. Here Yennefer can comment that she followed the Witcher to the Hern and she understand he has the mead, she asks Geralt to follow her to a nearby beach

Here Yen and Geralt have a long talk about their relationship. What they think Ciri's future should look like

***Yennefer:*** *Geralt, listen. We don't have to be enemies after all! We both want to save Ciri*

***Geralt:*** *Yes, but for as long as I can remember, you would most like to see her on the throne of Cintra. She is not like you, Yen....*

***Yennefer:*** *Well, yes, you would certainly want to make a mercenary out of her, for a measly pittance she would expose herself to people who would consider her a degenerate and a monster*

***Geralt:*** *Monster? Am I also a monster to you? You supposedly loved me once, Yen*

***Yennefer:*** *Forgive me, I.... I think I still love you*

*If Yennefer has the Honey of Heros, she reveals that it is located in her room at the Inn, and gives him the key to retrieve it. If she was not present during* ***q401_konsylium*** *then she doesn't know why Geralt needs it.*

***Yennefer:*** *Listen, Geralt. Let's make a deal. You will get honey from me. But tell me what you will use it for.*

***Yennefer:*** *I swear that Ciri's well-being is on my heart and I will do my best just to help you get her back*

***Yennefer:*** *If it worked out, the three of us could live like a family again. I miss it as much as I miss you. It's amazing, but we have a chance to be together again. You can find honey in my room at the inn.*

***Geralt:*** *Yen, listen. Putting Ciri on the throne is not a good idea, and deep down you think so too. After all, you want the best for Ciri, don't force her to do anything.*

***Yennefer:*** *Well, I give up. The honey is hidden in my room from the inn.*

*They then talk and comment about how they interacted with each other during the investigation for Ciri in Act 1 and 2*

***Yennefer:*** *What about us Geralt? What are you going to do? I know that things have not always been good between us and we do not agree on all issues.*

***Yennefer:*** *I care about you, witcher. And about getting Ciri back. This little boy, Hvitr, reminded me how much I want to have a daughter again and take care of her.*

***Geralt:*** *It seems that instead of focusing on the search, however, you were concerned about trivialities. This whole spectacle of running to the tailor did not really appeal to me*

***Yennefer:*** *We were at the court of Geralt, in certain circles...*

***Geralt:*** *That's what I'm talking about. Yen, that's not the most important thing.*

They then talk about the Thralls and Hvtir, Geralt comments that he was pissed at Yen at first, but then he realised she organized the thing making sure he wouldn't been hurt, and Yen can either express gratitude that Geralt brought her with him to investigate Ciri's clues on the coast, or being hurt by the fact that Geralt chose Mousesack.

At the end, Geralt can choose to rekindle her romance with Yennefer, saying that he feels he, her and Ciri are connected by something he can't explain, or claim that they grew apart from each other for what happened so far, and they don't want the same thing for Ciri.

Regardless of the outcome of the conversation, Yen says she has something else for the witcher., Yennefer claims that there's another thing that might help them find Ciri. She noticed Mousesack disappearing often, and she thinks he might know something that might bring them closer to her. She will stay at the inn in the meantime.

***Note: This is the hook to q209_ravens***

Finally, Yennefer invites Geralt to the Fjords near Kaer Trolde at midnight. If the romance was rekindled, there is a sex scene, otherwise they talk about the past as friends.

# q209_ravens - The One-Eyed Druid

**Author: Moonknight**
**Character List:**

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Becca
- Mousesack
- Nithral
- Tengel
- Jonas (Innkeeper)

**Where is Mousesack?**
As Yennefer suggested, Geralt goes to Kaer Trolde to ask the new ruler where Mousesack might go when he suddenly vanishes from court.

If Becca is queen, the scene opens with a cutscene depicting a feast, in which the Queen is trying to make the Jarls desist from attacking Nilfgaardian ships, pointing at the fact that coastal villages and temples are a much easier prey.

> *[DEBUG] Becca takes the floor. She asks if the jarl enjoyed the first course - she is answered by silence. Becca asks who liked the second course - she is answered by approving shouts. Becca says raiding Nilfgaard military ships is like eating crabs. It's a lot of work, a lot of combining, and it's easy to cut your tongue. On the other hand, looting expeditions to monasteries and coastal villages is like a second course - tasty, greasy and easy to chew. The expedition for Nilfgaard gold that Becca initiated is merely the exception that proves the rule. Crach and Hjalmar snort contemptuously and leave.*

Geralt approaches Becca. She tells him that she is grateful to Geralt for helping her win the throne of Skellige. She assures him that he can always count on her help. Geralt inquires about Myshovor and his mysterious disappearance, and she answers that the druid set off for a settlement in the Arngrim valley.

If Hjalmar is king, he's in the company of Crach. They talk about the impending conflict with Nilfgaard and Hjalmar is grateful to Geralt for his help in capturing the throne of Skellige. He assures the witcher that he can always count on his help.

> [DEBUG] *We will benefit from it later in the game, in q403_battle.*

Hjalmar is happy to answer any questions. Hjalmar says that Mousesack sailed to An Skellig right after the coronation. Residents of a settlement in the Arngrim valley saw him the next day. During the conversation, Hjalmar makes no secret of the fact that he hates Mousesack, who took the opposite side during the race for the crown. In a conversation between Hjalmar and Crach, they mention that Becca hid with Mousesack.

**Arngrim Valley**
Geralt arrives in a village in the valley that was indicated to him, and here he talks with Tengel, the village elder. The beginning of this conversation varies depending on who is ruler:

- If Hjalmar is king, we have to pay the elder a dozen of Orens
- If Becca is queen, [DEBUG] *we do not have to pay. Tengel knows the stories of Becca's deeds - in the version told by Becca herself. In this version, it was Becca who repeatedly saved the witcher's life while performing heroic deeds.*

Tengel tells us about Mousesack's visits. The druid has been coming to the valley regularly for several weeks. He takes a pot of food and a jug of honey, which he buys from one of the inns in the settlement. After a few hours, he returns to the village, gives back the pots and leaves the valley. He then walks up the river.

Once upon a time, kids were following a druid for fun. The kids claim that the Mouse Man magically disappeared behind a stone bridge.

**Note: There are missing scenes, we don't know how Geralt finds and enter the temple**

Geralt arrives at the Temple of Leib-Olmai, a temple honoring the bear god. There is a cave beneath the temple which Geralt explores. There he finds a captive elf.

> [DEBUG] *If we found an elf's hand while investigating the site of a magical cataclysm (q203_him), Geralt comments in the first part of the dialogue.*

Geralt tries to talk to the elf. This one makes only unintelligible clusters of words, grunts and groans, he doesn't seem to be aware of reality. Geralt decides to examine his body, and can here notice two clues. The Elf is wearing distinctive Wild-Hunt clothing items that Geralt recognizes. On the neck, a tattoo symbolising the world of Aen Elle - at this point Geralt doesn't understand what the symbol means.

At this point Geralt needs to find Mousesack, so he goes to his hut in the village. There are other druids that are guarding the hut and they don't grant the witcher access, so he needs to sneak inside. Here he finds a bestiary, and Geralt states that the book is probably the last thing the druid read before disappearing. That's their trace.

*Work-in-progress cave beneath the temple*

*Inside the work-in-progress cave*

**Songs and Ravens**
Geralt goes back to the inn where Yennefer is staying. Here the two discuss the results of the investigation.

It appears that Mousesack imprisoned an elf from the Wild Hunt who has lost his mind. The Druid probably wants to find the raven Huginn in order to heal the elf. In doing so, he would gain unique first-hand information about the Wild Hunt. Geralt and Yennefer are very interested, because this could mean to shed some light about their time as captives of the Hunt, time that is still obscured by amnesia. The sorceress quotes us the myth of the ravens. Huginn symbolises reason and Muninn symbolises memory. Legend has it that ravens can endow a person with extraordinary wisdom if the person pays for it with great sacrifice. Yennefer suggests that the witcher could try to find the ravens before Mousesack, so that they could then heal the Elf themselves and find out about the answers to their questions. According to the bestiary, the ravens inhabit Vigur Hill.

> [DEBUG] *If the player does not know where to start. We can ask Yennefer for a hint. She briefly throws in that the innkeeper Jonas should help us.*

Geralt asks Jonas the Innkeeper about the location of Vigur Hill, and he points us to the singers of the village of Gylven, they apparently know a great deal about myths and legends.

Once arrived in Gylven, the witcher approaches a singer, who tells us that he will reveal what he knows if Geralt drinks with him.

***Note: Here takes place a mandatory session of the drinking minigame***

The singer tells the witcher a story passed down from generation to generation. A long time ago, there was a teleport on Ard Skellig that allowed you to travel to Vigur Hill. Geralt then asks about the location of the teleport, and he shows us a hill located on the coast of Ard Skellig. From there you can see Vigur on a clear day.

**The Menhirs**

Geralt goes back to Yen to communicate to her his findings. She says he can meet her at the designated hill, where they'll search the teleport together.

> [DEBUG] *We go to the hill with the teleporter. We meet Yennefer nearby and go with her towards the buildings on the hill and the teleport.*

On the hill they find a farm and a stone house. They notice an old resident, and soon start a conversation with him. He tells us a tale about an ancient magician who once lived in this place. The old man's parents developed the hill area after the mage died. Yennefer asks if anyone has inquired about the mage recently.

> [DEBUG] *The grandfather answers that the druid Mousesack was here. He had been hanging around the hill all day, carefully inspecting the buildings. Then start asking his grandfather about the mage's grave. His grandfather pointed out to him the location of the barrow where the ashes of most of the dead on Ard Skellig used to be deposited. He walked away in the direction of the barrow. It was a few hours ago*

Yennefer and Geralt can go directly there, or explore the menhirs with the teleport first.

> [DEBUG] *If the player approaches the woodshed, he may notice that the two columns supporting the roof are menhirs decorated with mysterious symbols. After using the "Take a look" interaction, a dialogue begins.*
>
> [DEBUG] *Yennefer says that this teleport is a mechanism developed by a magician who lived a very long time ago. In order to activate the teleport, one specially prepared stone was required to be inserted into each menhir. Unfortunately, the mage took the secret of teleport construction to the grave.*

The witcher asks if Yennefer can open a teleport. She replies that she can, but cannot stabilize it without the mage's stone.

If they hadn't talked with the old man before, they can visit him now, otherwise they go to the burrow in search of Mousesack.

**Finding Mousesack**
From the hill they move to a burial ground, where Geralt picks up traces of Mousesack on the soft ground.

> [DEBUG] *The player used FOCUS and found fresh traces left in the soft ground. Yennefer is informed about this*

They found Mousesack among the shattered jugs containing the ashes of a dead magician. An argument ensues between Yen and Mousesack, and how Mousesack reacts to Geralt depends on how the witcher interacted with him in previous quests and who he decided to support between Becca and Hjalmar

> [DEBUG] *If Becca became Queen of Skellige. We remind Mousesack that we helped him to put Becca on the throne, even though we didn't have to. We add that we've already found the elf from the Wilderness anyway - we've discovered the secret*

> [DEBUG] *The mouse agrees to cooperate. He remains friendly towards Geralt in the rest of the game.*

The gameplay segment in this dialogue is about convincing Mousesack to cooperate

> [DEBUG] *The player states that the Game of Thrones on Skellige has nothing to do with the Wild Hunt and the real Ciri. In this case, the conversation is quite a long, difficult one. Note: this conversation should be easier if you travelled with Mousesack in q205_frozen_coast.*

[DEBUG] *If we conduct the conversation correctly, Mousesack will finally admit that he had no reason to be distrustful. He states that he shouldn't hide the elf from us. He agrees to cooperate. He will remain friendly towards Geralt later in the game.*

[DEBUG] *This dialogue choice will be the only option available, and if we foul the persuasion from the above subsection, we use the 'force argument'. We are already standing with Mousesack in the barrow, near the teleport. We know where Mousesack has to go. The druid is no longer going to escape us anyway. We propose to bring the matter to a conclusion together and then each go their own way.*

[DEBUG] *The mouse agrees. He will remain distrustful of Geralt in the rest of the game.*

[DEBUG] *Yennefer interferes when Mousesack agreed to cooperate. The sorceress tells us to go back to the hill with the teleporter. After the dialogue, Mousesack and Yennefer move in formation up the hill.*

***Exterior view of the Kurhan which can still be found in the game***

***Interior view of the Kurhan***

***Note: The place, terrain and 3D models were most likely changed during development, and there is no evidence that the locations presented in this quest looked like this in 2012***

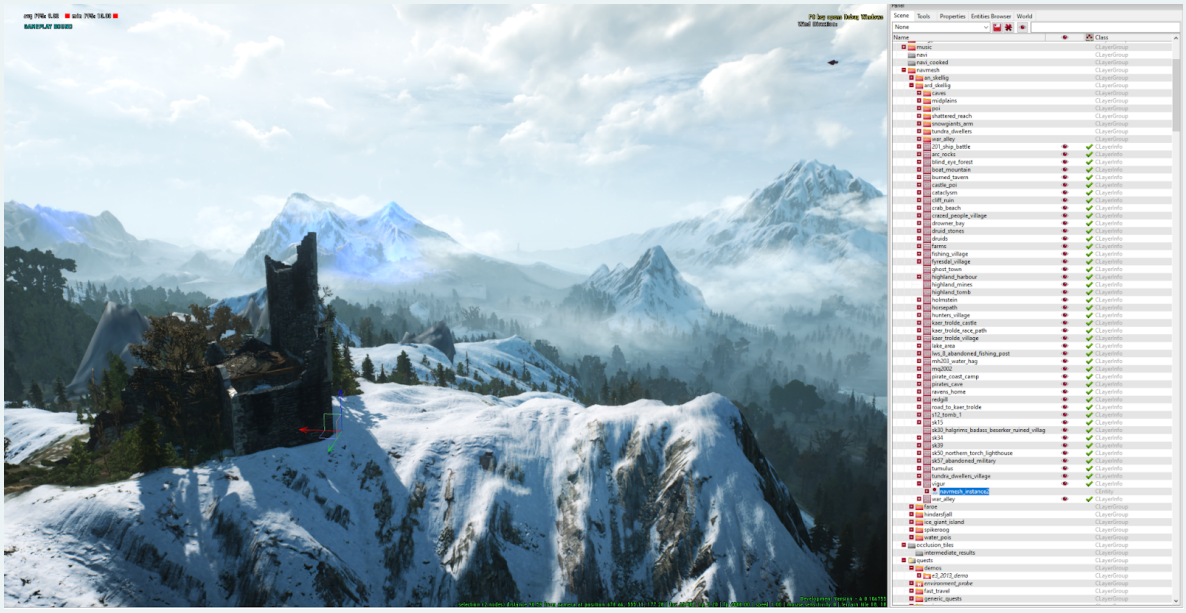
**Teleport to Vigur**

The trio goes back to the hill, towards the building on top of it, where they use the teleport to go to Vigur.

> [DEBUG] *We reach the hill. Mousesack walks up to the menhirs and puts one stone each into them. The menhir teleport mechanism starts working - the FX of the teleport appears between the menhirs.*

The trio goes through the teleport.

> [DEBUG] *At the top of the hill, Yennefer throws in a chat: 'Look around, how beautiful it is here. No people for years.' From where we're standing we have a great view of the whole little island.*



***Possible location of the hill with the teleport***

After looking and commenting on the uncontaminated nature on the island, Yennefer asks Mousesack if he knows a way to contact and find the ravens. Mousesack begins to talk about methods that are written in legends

> [DEBUG] *Mousesack uses a method known from legends - gouging out both eyes. According to the book, this method attracts both ravens. However, no one here wants to gouge out their own eyes.*

> [DEBUG] *Mousesack uses a method known from legends - nailing himself with a spear to the largest oak tree on the hill. Supposedly, after a week of hanging on the tree, the raven Huginn (reason) arrives.*

However Yennefer interrupts the druid, saying she feels a magical aura on the island, but she's unable to locate the source. She tasks Geralt in finding objects that may be linked to the ravens, scattered on the island, like feathers belonging to the magical ravens, so that they can locate them among the hundreds of animals living on that territory.

**Finding the Ravens**

> [DEBUG] *We reach our destination. Ciri, Dandelion, Triss and Vesemir are sitting under the oak tree. Geralt's friends we met during the game. These characters here are projections created by Muninn, the memory raven, who sits nearby. The raven uses fragments of Geralt's memory. The characters talk to each other about things known to the player. However, what they say seems completely out of place for these characters. The player should have no doubt that these characters are unreal.*

Geralt joins the conversation. After a short time, he accuses the people present of being mere illusions. All of them disappear.

> [DEBUG] *A mythical raven enters the dialogue. He is sitting on one of the roots of the oak tree, at the height of people's shoulders. He introduces himself as Muninn, the raven of memory. He apologizes to us for the trick with his friends. Kruk says he couldn't deny himself this pleasure. We are the first humans in generations to reach here. The raven is curious, which brings us all to him.*

Geralt presents the elf situation to Munnin, who asks for details, and here we find that Mousesack knows much more. Geralt and the raven go back to where he left Mousesack and Yen. Mousesack explains the situation, and Munnin says they need the help of another raven, Huggin, the raven of reason. However, to encourage it to help they need to answer to his favourite riddle.

Gameplay wise, there are 4 options. We can ask for help from Yennefer and Mousesack, who will exclude an option each, reducing the possible answer to 2.

If Geralt picks the correct option, the raven decides to help.

If Geralt picks the wrong option, the raven will help anyway, but in payment it will eat the elf's eyes, possibly killing him.

**Interrogating Nithral**

Going back to the captive elf in the temple of Leib-Olmai on An Skellige, Geralt can finally interrogate Nithral, with the help of the ravens. The elf seems confused at the first couple of questions, but then he recognizes Yennefer and Geralt. He introduces himself as Nithral. Nithral recalls the events at the end of the witcher saga, events that were also told in The Witcher 2, such as the Hunt kidnapping Yennefer, and Geralt exchanging his life for her. The elf then tells the witcher about his time in the Hunt.

> [DEBUG] *Geralt traveled with the Red Riders for some time, being conscripted into their ranks. He quickly realized that the Wild Hunt was looking for Ciri. Geralt had to take part in the cruel practices of the Wild Hunt. Only thanks to this he could accompany the Hunt in his search for Ciri.*

After this, the ravens leave, and there is a personal conversation with Yennefer, commenting on the facts presented by the elf. She knew what Geralt had done, but didn't realize until now how much he actually had to sacrifice for her.

> [DEBUG] *Mousesack gives us the stones that activate the menhir teleport. We gain a new gameplay option - from now on we can open menhir teleports that have been placed in various places around the world. Thanks to this, we can explore previously inaccessible areas.*

# Novigrad

## q308_psycho - Carnal Sins

**Author: Moonknight**
**Character List:**

- Geralt
- Triss
- Shani
- Dandelion
- Joachim von Gratz
- Dudu
- Blanka
- Nathanel Pastodi
- Ingrid Vegebuld
- Eustache
- Whistling Wendy
- King of Beggars
- Goibur
- Daisy's mother
- Sawa
- Skwarka

Geralt arrives at Novigrad in order to convince Dudu to participate in Forefathers Eve in order to cure Uma from the curse. But when he arrives at the Nowhere Inn, he finds Dudu in distress. He quickly informs Geralt that something terrible has happened. When asked about what happened, Dudu only says that it's about Blanka and leaves. Geralt leaves with him.

**Hospital**

Arriving at the hospital, Geralt and Dudu are greeted by two medics. Upon visiting Blanka on her bed after surgery, Geralt and Dudu have a chat with the medic who performed the surgery. He explains that Blanka's injuries are severe. Blanka had a damaged trachea, which indicates an attempt to strangle her and whoever did this to her had a medical education. When asked why he thinks so, the medics point out that the torturer performed a tracheotomy on her. She certainly fought against the aggressor, because she had several broken ribs and bleeding inside the skull. The wound on her eye is older and looked stitched (referenced in **q302_mafia**), it was reopened during the fight. The marks on her arms and legs indicate that she was tied up. She either managed to break the bonds or the guards removed them, because she was free when she was brought up to the hospital.

The medics then give us their assessment of what happened. She was caught by surprise and the aggressor tried to strangle her, she fought back and the aggressor broke her ribs, then performed a tracheotomy to keep her alive and tied her up to bring her somewhere else, but he was discovered by the guards.

When asked if there something they can help with, the medic answers that there isn't much that can be done, the injuries are extensive and can only be healed by a sorcerer; of which there aren't many available in Novigrad, or by Joachim von Gratz, a medical genius who has stopped practicing and has moved to Oxenfurt because he despises Novigrad. The medics give the witcher his address.

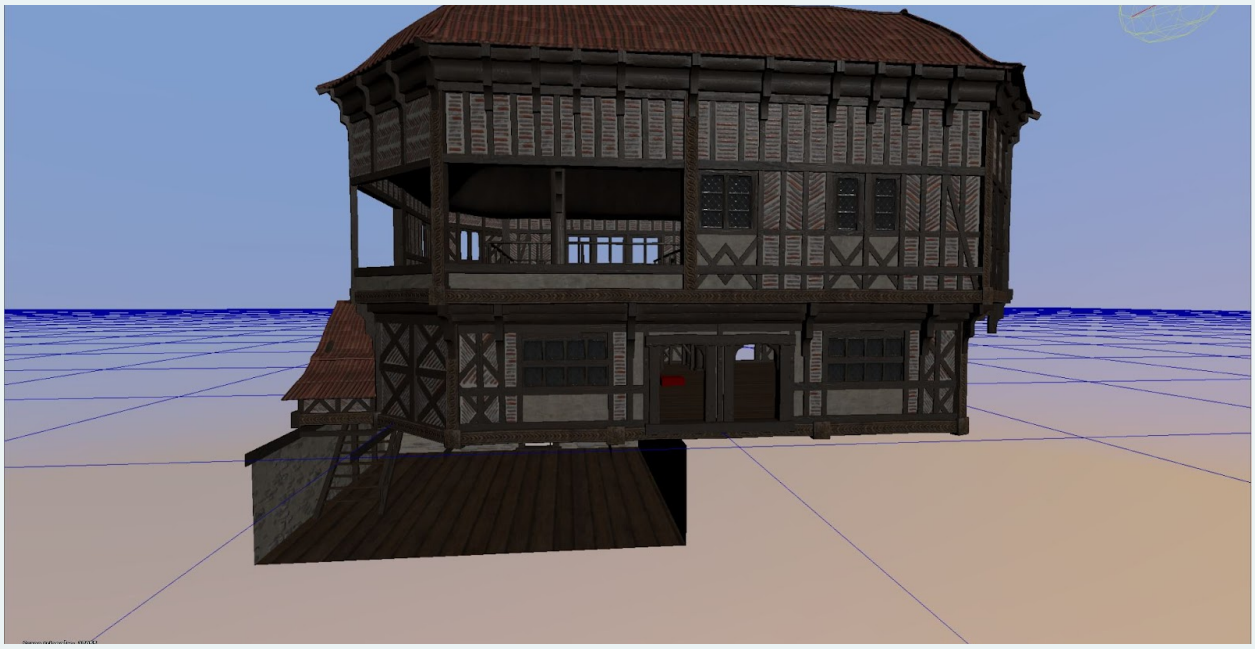
Fortunately, Geralt knows a sorceress in town.

**Meeting with Old Friends**

Geralt visits Triss at her home, and explains the situation to her. Triss is willing to help, but she steps back upon hearing that the girl is a doppler, since magical

treatment of dopplers is impossible because their body structure is "inhomogeneous". Von Gratz is the only alternative, but he no longer practices medicine. Here, Triss remembers that there is an old friend in town who has influence over the professor, Shani. Apparently Von Gratz has a weakness for her. She remembers seeing her at Bedlam's, the King of Beggars, where she was collecting corpses for studying. She's staying at the Kingfisher Inn.

When the witcher meets Shani, she seems happy enough to see him again. Geralt explains that he needs her to arrange a meeting with von Gratz, and she clarifies that he is her mentor and the relationship between them is merely academic. Shani agrees to help.



***Work-in-progress Kingfisher Inn Shani stayed at.***

**Von Gratz's lecture to... cabbages**

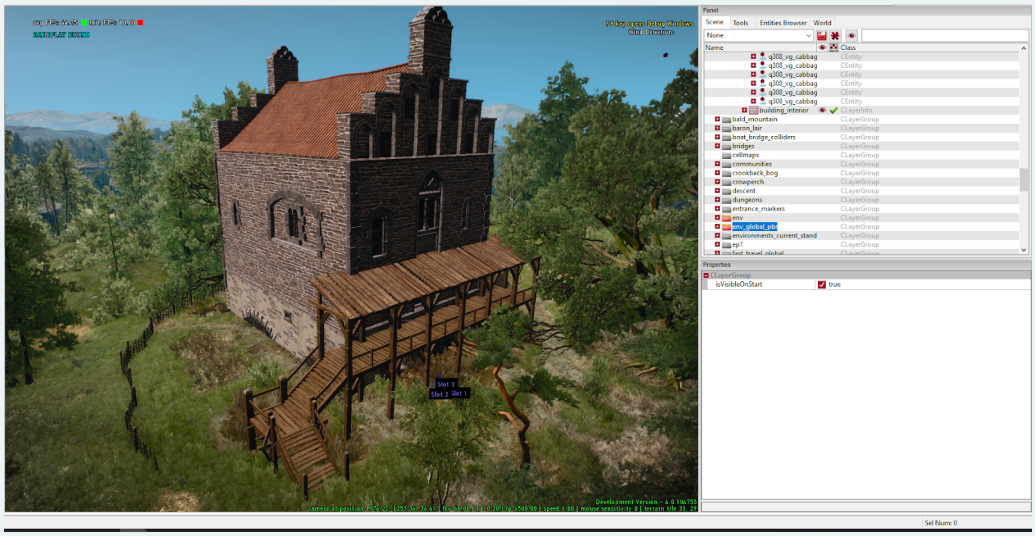
The player can decide to meet von Gratz before talking with Triss and Shani. In this case Geralt finds von Gratz sitting on his porch, apparently talking and

giving a lecture to a field of cabbages. He ignores any attempt by the witcher to initiate a conversation, and then falls asleep. Talking with his housekeeper, Geralt is informed that von Gratz just refuses and ignores anyone who tries to talk to him, and the only one with whom he accepts to have conversations is his student, Shani. He directs us to Novigrad, where she went to collect bodies.

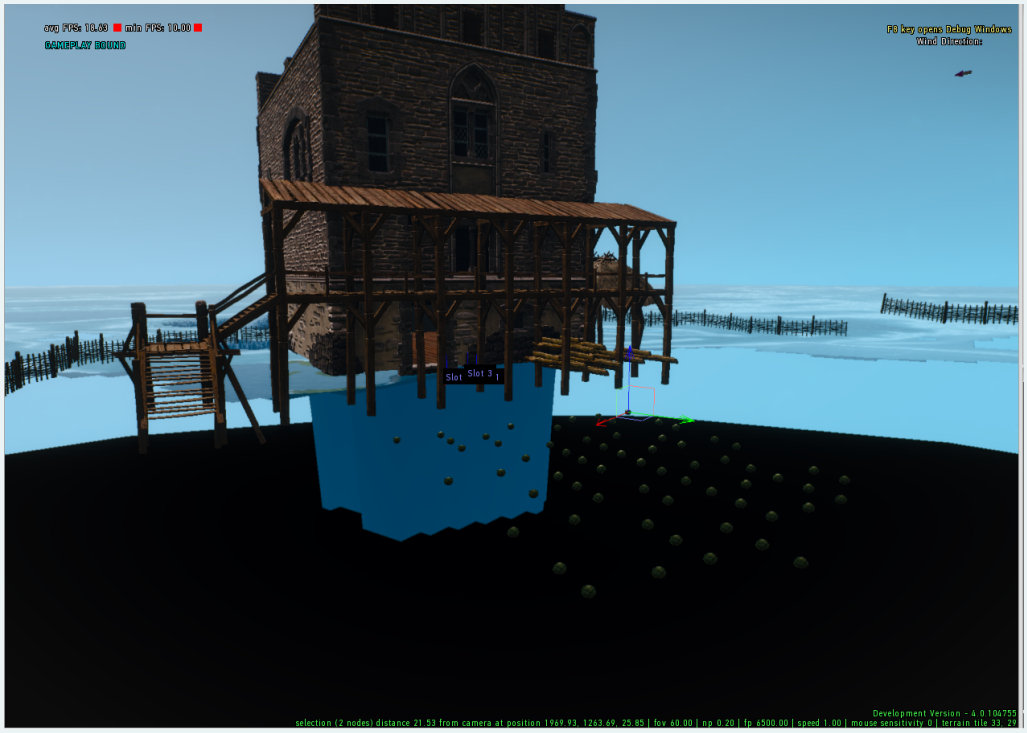
When Geralt arrives with Shani, Von Gratz becomes talkative but his attitude doesn't change much. The medic treats Shani severely and interrogates her about a medical book he assigned her to study. During the entire conversation Von Gratz ignores Geralt and Shani has to repeat to him what the witcher says. The professor refuses to help, but he changes his mind upon hearing that Blanka is a doppler, as that makes the case more interesting than if she was a simple human. The professor strikes a deal with the Witcher - he agrees to examine the Doppler and operate on her if Geralt steals the Eternal Fire torch for him. The witcher agrees to the deal which starts **q306_geralts_thirteen**. Von Gratz asks him to meet him at the temple hospital with the patient.

Once we return to the hospital, we meet von Gratz performing a medical exam on Blanka. He claims he can operate on them, provided he gets the Torch of the Eternal Fire first. However this doesn't mean she'll survive. The aggressor did something to her that put her in a coma, Geralt needs to investigate and discover what happened. He can start by talking with the guards that found her and brought her to the hospital.

***Note: Both the q308_psycho and q306 and q307 (the heist to steal the Torch of the Eternal Fire) can be played in parallel***



*von Gratz's house at the location of the Herbalist's Hut in the final game*




*The cabbages that von Gratz's lectures to are buried beneath the terrain on the final game's map.*

**Investigation**
The witcher approaches the guards that took Blanka to the hospital, they are guarding the fire of a Shrine to the Eternal Fire. Differing info is given to Geralt:

- The attack on Blanka took place in a specific alley of the Poor District.
- The Witch Hunters don’t usually roam through the poor district, and only venture through its main street to guard the chapel of the Eternal Fire.
- The King of Beggars seems to know what happens in the Poor District
- The murderer was scared off by a random woman who started screaming at the sight of the scene in the alley and thus attracted the guards
- The woman didn't see the murderer
- Blanka was not wearing any bonds - which is very strange, because there were ropes lying in the alley, tied as if they were used to bind her
- The aggressor disappeared in a dead end. The Witch Hunters suspect that he might be a mage

The next step for Geralt is to visit the King of Beggars. He is very sorry about Blanka, but he had nothing to do with it. He himself is concerned about what is happening in his district, because recently two bodies were found mutilated in a very interesting way, and because of it he has been getting attention from the Inquisition. Geralt is then given specific information about where the bodies, those of the Carpenter and a young prostitute named Daisy, were found. The King of Beggars, as a gesture of good will, promises Geralt that if more bodies with similar injuries appear, he will send the witcher a message. Geralt can also talk to the King of Beggars about what the guards said to him about the aggressor being a mage, but he dismisses the theory, claiming that the Witch Hunters see mages everywhere and the alley was tested for traces of magic, but nothing was found.

If Geralt starts visiting the murder sites by asking around among the residents of Novigrad before talking to the King of Beggars, he will receive a message from

one of KoB's men, with an invitation to an audience with him. The dialogue with the King of Beggars is fairly similar, but in this case it's the King who offers Geralt help, because their objectives overlap.

**Daisy the Prostitute**

Once Geralt arrives at the place where Daisy was found murdered, he's surprised by the voice of a woman coming from behind, threatening him and holding a wooden club in her hands. The witcher manages to calm her down and talk to her. Her name is Whistling Wendy and she was a friend of Daisy. She didn't see her body, she got word from the streets about what happened and went there to wait for her killer, because murderers always come back to the scene of the crime. Geralt concludes that Daisy was killed on the way from her home to the market square, where she was supposed to work, and dragged in that alley. Asking about who could've seen her body, Wendy points the witcher to a corpse collector named Eustache. He can be found near a street leading to the market square, because recently the Witch Hunters had cleared the place from the presence of mages. Wendy also reveals where Daisy's home is, and the two walk there together.

***Redkit screenshot showing where Daisy was originally murdered.***

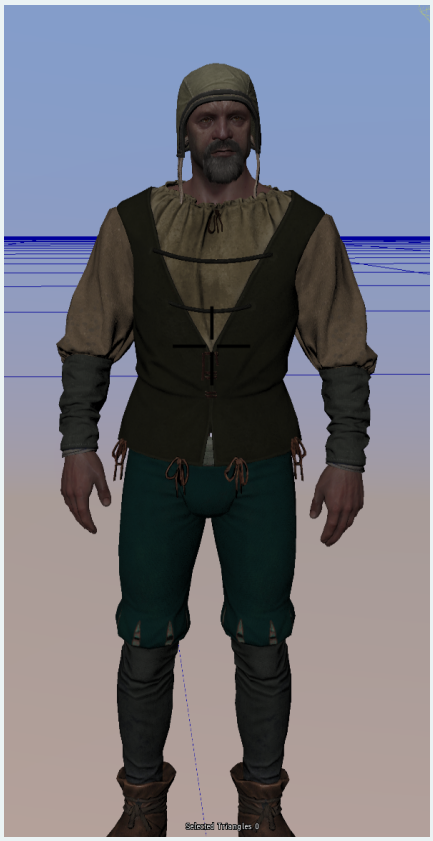
Arriving in the garden outside her house, Geralt spots some clues, revealing that she was actually killed there, just outside her home. There are blood stains, and a piece of her dress. Wendy thinks that the aggressor might be a rapist and ripped her dress during the act, but Geralt notices that the dress isn't torn, but methodically cut, with scissors. It might explain why there is little blood. Geralt notices ashes scattered around, and the trails lead them to a corner where Wendy claims there was supposed to be a brazier. Daisy was killed there, by coincidence or design?

Entering the house, it would be empty if not for the presence of a frail elderly woman lying on her bed, ill with consumption (historical name for Tuberculosis or White Death). She was made aware of her death by the owner of the house around 3 AM, but she didn't hear nor see anything out of the ordinary.

**Glebur the Carpenter**

Next stop is the location where the carpenter was killed, his workshop. At the workshop, Geralt meets the carpenter's brother Goibur, who explains who Glebur was, that nobody heard anything the night he was killed, that the workshop was also destroyed and that he's leaving the cursed city of Novigrad. The corpse of the carpenter was taken away by Eustache and burned in the crematorium. From Eustrache, he only learned that the body was horribly mutilated.

Glebur allows the witcher to take a look in the workshop. Examining the office reveals that the carpenter was taken by surprise, and the retreating mess inside the laboratory was caused by him retreating with his back to the wall. Geralt finds his eyes, which is weird because he thought that the murderer burned them, instead he just gouged them out. He also finds a letter, revealing that the carpenter owed money to a potter.



***Redkit screenshot showing the Carpenters brother. Unlike the final version of the game, the carpenter and his brother were humans rather than dwarves.***

**Eustachy and a New Victim**

At last we meet Eustache, the corpse collector, who is at a location where a massacre of mages committed by the Witch Hunters recently happened. He confirms to us that he carried the bodies to the crematorium to be burned and that each of the bodies had a small hole in the neck, like a wound from a dagger, only very, very thin. When asked how he had noticed such a detail and not others, Eustachy reluctantly admits that before he burns a body, he always checks the victim's neck for medallions and hands for rings he could sell.

***Note: It's not clear how the info of Patricia Vegebuld's murder is brought to the player. It could've been the King of Beggars, as he promised to send us a message in case something else happens, but there are no scenes about it. Or Geralt could've got the info from talking to Novigrad citizens***

We move to the site of another murder, to the Vegebuld residence in Novigrad, home of the deceased Patricia Vegebuld. There are guards posted at the entrance, they explain to the witcher that Patricia was found dead in the morning. The last person who saw her alive was her daughter Ingrid the night before, and she left that evening for her estate outside the city.

Geralt can bribe or threaten his way inside the house. Here he can examine the scene of the crime. The clothes are methodically cut (Geralt has different reactions based on whenever the player has investigated Daisy's crime scene or not). There are rims to tie a body, but it is unknown if they were mounted by the murderer or if they were there before. There's a prayer book stained with blood, and a flail with rings. The widow had trouble sleeping. No traces of the brazier, no signs of a struggle (rearranged, overturned furniture - like at the Carpenter's), no one heard or saw anything, the shutters are closed.

Geralt concludes that the murdered felt safe, he was not in a hurry

**Breaking in the Morgue, and the Autopsy**

To examine an actual body would be useful, but the guards at the morgue don't let anyone enter without a pass or a diploma from the Medical Academy in Oxenfurt

The witcher goes back to von Gratz. At the beginning, the medic asks Geralt how the investigation is proceeding. Blanka's condition, although still stable, is gradually starting to deteriorate. Geralt talks to von Gratz about what he learned at the three sites, the medic points out the ritualistic nature of these killings. When asked about help with getting into the morgue, the medic answers that he can't be of use since according to the laws of Novigrad he's not a full-fledged medic, as he's not a licensed doctor serving the eternal fire. He knows though that Shani entered the morgue multiple times, so maybe she can assist the witcher.

When asked about it, Shani agrees to help. They meet in the market square in the poor district. From there they enter the sewers, and reach a passage that leads to the morgue. Once they enter, they find the body of Daisy, which they begin to inspect.

***Note: the autopsy is performed with Shani and it was a clear reference to the similar gameplay segment played in The Witcher 1***

- The chest is opened, most likely with special bone scissors or a very sharp surgical saw, in a confident, professional manner.
- Burnt eye sockets, traces of tracheotomy, traces of ties on the wrists - both new, inflicted before death and scars that are underneath them.
- Geralt recognizes a salamander egg at this point..

At this point a voice from behind takes Geralt and Shani by surprise. The coroner working in the morgue was present during their autopsy but doesn't seem bothered by them, as according to him there is no law that keeps people outside the morgue. He joins the autopsy.

Geralt asks what the murderer did to her larynx that required a tracheotomy and the coroner replies that he found traces of formaldehyde in her esophagus and stomach. He talks about the victim’s shock and suffocation, which occurs after formalin is poured down her throat. The coroner notes that there are scars from the whipping on the victim's back, both old and new.

Finally, the coroner asks Geralt what he thinks about the symbolism of the heart. Depending on the answers the coroner will react in different ways, pleased if Geralt seems to understand the ritual meaning behind the salamander egg, or scolding Geralt for his faulty logic, like he is testing the witcher.

After the autopsy, both Geralt and Shani are escorted outside by the coroner, to avoid angering the guards.

**Vegebuld's Residence**
Geralt returns to Ingrid, Patricia's daughter, who is a suspect in the investigation as she might have a motive since Patricia left her inheritance to the Eternal Fire.

The guards let the witcher in once he explains that he's investigating the murders, but they keep their eyes on him. Ingrid reveals that she was close to her mother and she is devastated by her murder, and plans to leave the city. She explains that her mother was pious and devoted to the Eternal Fire, and she had many enemies, since there is a power struggle between the rich families in Novigrad.

She was under the influence of a priest named Nathanel Pastodi, teaching in the northern temple. It was he who founded a circle of followers of the Eternal Fire called the "Flame of Truth". He ordered them to mutilate their bodies with rings, which involved tying herself every week in front of the altar of the temple of the Eternal Fire and, under the supervision of a priest, whipping her back using straps with metal rings.

Geralt obtains the address of this priest's home, and that's his next objective.

**Dandelion and the Riddle**
Arriving at Novigrad we are greeted by Dandelion, who claims to have had a terrible nightmare which resulted in a headache, and the nightmare was so vivid that he had to write it down. He remembers pain and heat, there was a child with flamed hair, blood on his lips and a black and yellow lizard was wrapped around his neck. He repeated a riddle, about a white haired braggart exploring the city of Novigrad, and five chapels in five districts. Dandelion then leaves Geralt, asking the witcher to be careful, as he feels he's going against some powerful foe.

There isn't much following this riddle, nor is it very clear at what point of the quest Dandelion was supposed to arrive. Only the following dev comments are present.

*[DEBUG] The most important thing is that after hearing this rhyme, the Player will get a short TODO on the screen: Search the shrines of eternal fire in each district - and this must be obvious to the Player after hearing this verse/rhyme from Dandelion.*

*[DEBUG]When we reach the city we are caught by Dandelion*

The following investigation about Nathaniel also seems to be optional, given this dev comment in a much later scene:

*[DEBUG]This option will be available only if the Player has made Nathanel's path [...]*

**Nathaniel's Room and New Suspects**
Back to Novigrad and to the priest's home, we have to deal with a guard yet again, who doesn't let anyone inside, especially when the priest is not at home. Geralt can bribe him and search his room, or wait until the priest comes back home.

After entering his room, Geralt looks around and finds letters intended for his disciples to come at night for his masses, and a letter from Daisy, which proves that there was a relationship between the two.

Nathaniel comes in, and asks why Geralt is there, threatening to call the guards. Geralt claims he's there to investigate the murders and that Nathaniel is a suspect. Interrogated about his relationship with Daisy, Nathanel admits to knowing the prostitute, because she went to his sermons. Nathanel claims that there was no romance between them. When Geralt uses the letter he found, Nathaniel will answer that yes, there was a romance, but they had to hide it.

When interrogated about his circle, he reveals that there are other people who came to his masses to hear his sermons, in addition to Patricia, Daisy and the carpenter. A potter, a pharmacist and a beggar named Sawa, although their whereabouts are unknown, but maybe the King of Beggars will know more.

**Suspects: Potter and Pharmacist**

The potter turns out to be the same one that the carpenters had debts with, which makes him a suspect with a motive, at least for a single homicide. Geralt visits him and the potter doesn't seem very concerned about the deaths of fellow members of his circle. He claims that maybe they died because they didn't deserve the honour, since one was a filthy woman, another was a widow who disinherited her own daughter, and the carpenter was debt-riddled.

Pressed and cornered about the latter, he admits that he threatened him, but the debt was settled a long time ago and the carpenter paid it off in front of witnesses.

The conversation with the pharmacist is short and it leads to nothing, as the only possible connection to a crime scene are prescription pills found in Patricia's room.

Geralt then meets again with the King of Beggars, to gather information on Sawa's whereabouts. When he arrives at the home of the suspect, he overhears the murderer giving a lecture about sin, human filthiness and how he is a Messiah who was long due to appear. Geralt rushes into the room, interrupting the killer in the middle of the torture, but he's too slow to catch him. No traces of him, just a bat flying away from the window. Geralt unties Sawa but the beggar is on the brink of death. The witcher decides to bring him to von Gratz.

**Medical Novelties**

Sawa survives the operation, but he is unconscious and it will take some time before he regains consciousness. The murderer drove a skewer into the corner of his eye to damage a specific part of his temporal lobe, most likely causing prosopagnosia, a condition in which the ability to recognise faces is impaired. Von Gratz examined Blanka and she has the exact same wound, which went

unnoticed before, because the wound on Blanka's eye was older and assumed to have been opened accidentally during the fight with the killer.

Von Gratz asks Geralt if he looked at the murderer, but he denies it. The witcher shares his observations in relation to the fleeing murderer and the giant bat. Everything starts to come together: the elusiveness of the murderer, zero witnesses, the ease with which the murderer performed the long ritual, the lack of blood. The murderer is a vampire.

von Gratz asks Geralt not to share this information with anyone and to return in the evening. He argues that he wants to dig in the library and look for information that could help the witcher.

At the same time, von Gratz is ready to operate on Blanka, provided **q307_heist** was completed, although he claims that catching the murderer before the operation happens could somehow help.

Once Geralt is back, von Gratz guides him through hospital rooms where Geralt has not yet been and has not previously had access. Once he's led into an office room on top of the building, he meets the other medics. It turns out that all of them are higher vampires and are, including von Gratz, part of a council of their species in Novigrad.

Here, Geralt reveals what he knows, and can explain what he thinks are the motives of the murderer, if it's all part of a ritual of just done for sadistic satisfaction. The vampires react differently based on Geralt's conclusions, approving the ritual theory. Throughout the conversation, the vampires make it clear to the Witcher that they can't let information about the rampaging vampire murderer get to the wider public because the whole town will go on a vampire-hunting rampage and they value their peace and secure hospital blood supply. It's not an open threat, but Geralt knows he has no chance against them in combat.

At the end they warn the witcher to let von Gratz know before confronting the murderer. The murdering vampire is a higher vampire and only another higher vampire can match him.

***Concept art potentially depicting the vampire medics***

**Secret Documents**

***Note: It isn't clear if Geralt searches Sawa's room before the conversation with von Gratz. But based on the fact that Sawa was dying and needed medical attention, we assume that this scene plays later with Geralt returning to the crime scene***

Geralt returns to Sawa place, looking for clues in case he missed something. He finds a secret box hidden away, and inside documents that reveal a connection between Sawa and Daisy. The prostitute was trying to rob Pastodi, but the plan

had to be delayed because of the events that played out at the Temple during the first act, with Ciri fleeing and putting out the Torch of the Eternal Fire in the process

***Letter from Daisy to Sawa 1:*** *Dear Sawa, everything is going according to plan. It is possible that soon we will be able to escape from this cursed city. What's more, with the money of that scoundrel Pastodi. Unfortunately, this strange gray-haired girl, escaping the guards, suddenly disappeared and put out the holy flame, and everything was delayed, because Pastodi lost the desire for his perverted love affairs. But what is delayed will not run away. Today I have an appointment with the Reverend right after the sermons. Then I will soak his pillow with the ether you got from the pharmacist and steal the documents.*

***Letter from Daisy to Sawa 2:*** *Dear Sawa... I did it. I have Pastodi's documents. These are the temple expense ledgers. Interestingly, Pastodi has two versions of these ledgers. One official, for the Hierarchs to see, and the other real. They differ from each other, and very much so. Pastodi is robbing the church on a large scale. That's good for us. He'll have to make a deal, because if not, they'll kill him. And besides, he'll be able to give us a lot of money...*

Daisy also told Sawa that Nathaniel can be usually found at Pegleg Peggy' when he's not at home or the Temple, and advises to talk to Whistling Wendy, she

***Redkit screenshot showing Sawa's house location.***

knows about this. Geralt retrieves the documents. Everything seems to lead to Nathaniel killing those he thought were involved in this blackmail.

***Note: Pegleg Peggy's Bordello is the same brothel that is known as Crippled Kate's in the final game.***

**Nathaniel at Work**

At Pegleg Peggy's, Geralt finds Wendy pretty easily. Interrogated about the scam, Wendy confirms it and that it was all delayed because of Ciri's escape and what happened to the Fire at the Temple, and confesses she also had a role in it, which was to find them a quiet place inside the brothel. She confirms that Nathaniel still comes here, and that now he has taken a liking to another prostitute named Skwarka. If Geralt arrives at night, Wendy confirms the reverend is there, otherwise the witcher has to wait for nightfall.

We surprise the reverend in the middle of torturing the prostitute. Geralt seems sure he has catched the murderer, on the other hand the reverend thinks Geralt is another player in the blackmail against him, and tries to bribe him. When asked about the prostitute, Nathaniel justifies himself claiming that it's all part of a kink and the girl knows it.

***Geralt:*** *Shut up. If not you, then who?*

***Nathaniel:*** *How the fuck am I supposed to know?!*

***Geralt:*** *The murderer made it clear to me that what he was doing was connected to the night the temple torch went out.*

***Nathaniel:*** *Possibly, but you have to talk to him, not me.*

***Geralt:*** *Who was in the temple at the time?*

***Nathaniel:*** *Wait, let me remember. There was definitely a carpenter. I remember that when the fire went out he burst out laughing. Fool. There was also Daisy, the widow*

*Vegelbud, the beggar Sawa, Blanka and a few temple guards. Oh, and the coroner. Maybe there was someone else, but I don't remember exactly...*

The conversation is interrupted by some thugs running inside and attacking both Geralt and the reverend. The witcher dispatches them (what happens to Nathaniel is not clear) and goes outside, where we meet Wendy crying with a wound on her face. She was the one who called the thugs when she saw Skwarka wounded and tied to a chair, but when she realized that the witcher was interrogating Nathaniel, she tried to stop them but got hurt in the process.

**Hypnosis and an Invitation**
After solving the riddle that Geralt heard from Dandelion, the witcher is led to a place where he finds Shani. But something is wrong. She doesn't seem to be aware of her surroundings and she's muttering a poem.

*There was a gentleman who was watching the fire*
*He made a short acquaintance with me today He finally saw the light*
*There is a flame in his heart And in his belly you will find a message.*

*Who will be next, that is the question*
*Who will get a chance from me next The girl has gray hair*
*The sword works beyond measure Soon she will have a fiery experience.*

***Note: It's assumed that the murderer is also threatening Ciri.***

Geralt snaps Shani from the hypnosis, but she doesn't seem to remember anything, other than a new body, that of a guard, was found and brought to the morgue.

Here, Geralt finds the coroner preparing tools for the autopsy of his latest victim - a temple guard. During the autopsy, he starts to make questions to Geralt, about what he has learned about the murderer, what he thinks about his motives,

what the murderer wants to tell him through messages, and finally what his mission is.

At the end the coroner extracts a metal container from the victim's belly, which has a letter for Geralt inside. An appointment to a warehouse in the port of Novigrad.

If Geralt has gone through the Nathaniel investigation, he knows that the coroner is the murderer. He can outright claim that he knows, but this would just end with the coroner stunning him and bringing him tied to the warehouse.

If Geralt played his cards well, he'll be free to go back to von Grats and inform him and his vampire crew about the trap at the warehouse. The vampires agree to help.

**Final Confrontation with the Coroner**
If Geralt was attacked by the coroner, he would wake up inside the warehouse tied to a chair, with the deranged vampire walking around him. If not, he will walk inside alone.

During the conversation, Geralt says that he thinks it all began the night the eternal flame went out, showing to the people witnessing it that it wasn't so eternal. The coroner disagrees. He claims he's a higher vampire and he deeply believes in the Eternal Fire. He says that higher vampires are the chosen ones of the fire because, like it, they are eternal. The Coroner claims that the incident in the temple shook his worldview, but it did not weaken his faith. He knows that the torch is only a symbol, not the content of holiness but the carpenter laughed out loud at the sight of the dying torch so he had to kill him. He then realized that he had a mission to fulfil.

According to the coroner, each body is a letter to the world, a letter about repentance and salvation, about being reborn by the fire.

If Geralt warned von Gratz, he will arrive with the vampires and put an end to the confrontation. Claiming they will trial and execute the vampire for the shame he brought to their species. Geralt leaves the building.

If Geralt answered in a positive way during the latest autopsy and convinced the coroner that he understood the nature of the killing, the witcher can count the arguments of the coroner, showing the futility of his acts, that he's deranged and he too needs to be reborn. The coroner will be swayed to commit suicide and asks Geralt for help. In exchange he reveals he stuck a piece of metal near Blanka's brain, under the eye, and it needs to be removed if the operation is to be successful.

***Note: It's not clear what happens if Geralt is knocked out and brought to the warehouse (as the player won't be able to warn von Gratz) and doesn't convince the Coroner to commit suicide. A journal objective suggests Geralt may have to fight the Coroner but there are no scenes or dialogue supporting this***

**Blanka's Operation**
If **q307_heist** was completed, the operation can take place. If von Gratz is unaware about the piece of metal stuck under Blanka's eye, then she will wake up from the operation with prosopagnosia.

She will never recognise or remember faces anymore. For a doppler, this means being stuck in her current body and she will never be able to change again. Blanka decides that she cannot live like that, and asks Dudu to euthanize her.

***Note: No scenes were found about the outcome of a successful operation***

***Note: Later during development Shani's character was removed and replaced with Triss and Dandelion. The content of the conversations didn't change much, and the connection between Dandelion and von Grats was that the poet also was a teacher at Oxenfurt's Academy***

**Map showing the original locations used in q308_psycho. NOTE: The map textures are based on the release map, it is not based on the original map textures.**

# q306_geralts_thirteen - Setting the Stage

**Author: Moonknight**
**Character List**:

- Geralt
- Dandelion
- Triss
- Roche
- Iorveth
- Zoltan
- Rico
- Isengrim
- Olivier
- Hemmelfart

In order for von Gratz to operate on Blanka, and by extension get Dudu to come to Forefathers Eve, Geralt needs to organize a heist to steal the Torch of the Eternal Fire. His first move is going to Dandelion's brothel, telling them to call some friends and invite them to a discreet place. He then goes to call Dudu.

**Meeting in the Brothel**
Geralt is surprised once he arrives at the place and sees it empty. Maybe Dandelion has finally learned the meaning of the word "discretion"? He goes to a nearby room, where at a table are sitting Dudu, Dandelion, Zoltan, Triss, Roche and Iorveth. Geralt explains the situation and the group starts to work on a plan. But first of all they need information about the guards and priests' routines. Roche suggests that Hemelfart knows a lot about the temple, although it would be impossible to interrogate him. But he can arrange for Hemmelfart at the Golden Sturgeon to meet Corine. Instead of her, Hemmelfart will meet Dandelion there, who will persuade him to play cards. In the meantime Dudu will transform

into Hemelfart and go to the temple to gather information. Zoltan, with the dwarves, will drive up in a cart stuffed to the brim and on cue will block the street, to delay Hemelfart's return.

Iorveth asks how does Geralt imagine bringing the torch outside the temple. Exiting via the front door would be suicide. Geralt suggests mining and exiting from below. Triss then points out that they need plans, and knows about an architect. She will meet Geralt there.

**Intercepting Hemmelfart**
Geralt reaches the inn where Dandelion was supposed to stall the Hierarch, but he's met with bad news. Dandelion failed, Hemelfart wasn’t interested in playing and went back to the Temple. Geralt rushes out to give the signal to Zoltan to block the road, then heads to the path for the Temple, hoping to intercept Hemmelfart and stop him.

Once Geralt reaches Hemmelfart, he tries to come out for an excuse on the fly to stall for time.

- Geralt can choose to warn Hemmelfart that he had found a spy, but the Hierarch isn't interested and dismisses Geralt.
- Geralt can try to warn Hemmelfart that he found a monster. Hemmelfart is intrigued, he asks what kind of monster. The witcher can answer "correds", but Hemelfart won't be interested in hearing it as they are peaceful creatures, or "dopplers", which will have the hierarch full attention.

After the encounter, Geralt returns to the inn for a second meeting. How much information Dudu was able to gather depends on if Hemmelfart was delayed or not.

**Second Meeting**
Back at the inn, the group discusses Dudu's scouting in the temple.

He says he looked at the torch - it's studded with rubies and has a motif of flames and weaves carved on the outside. He hands Geralt a drawing of the sketched torch, which appears in the temple during each mass, between which it is in a chamber in the basement. After every mass, the Torch goes down under the altar and the key to this chamber is held by the priest, who hands it to the conservator after mass. Only once a day, an anonymous, costumed conservator comes and draws a red ball. The conservator chosen in this way goes to the room with the Torch. Inside, he does something with it for a period of time and leaves. Apart from Hemmelfart and the conservator, no one has access to this chamber.

- If Geralt failed to stall Hemmelfart, Dudu will say that he failed to see the chamber itself with the Torch.
- If Geralt succeeded in stalling Hemmelfart, Dudu says that he managed to get into the chamber on the pretext that he wanted to pray for a while. He says that's not all, when the conservator was leaving the room, a witch hunter appeared in the hallway. The hunter got in after using a secret passage - he pressed several bricks in the wall in a certain order.

Roche says that this poses a problem, they have to make a fake torch to buy them as much time as possible while the next mass is starting. However, no one knows the headquarters of any sculptor that could work on such a fake. They also need to corrupt a conservator. Roche thinks that maybe he could get the name of one, but he needs time. Iorveth points out that they also need a conservator who draws the right ball. Maybe they could get a scoundrel able to cheat. Geralt knows of a trickster, Rico, he will hire him.

Iorveth could take a couple of Scoia’tael and damage one of the walls of the temple. Then one team of dwarves will repair it, and the other will do the undermining.

The matter of carrying the torch out is also important. The Torch is big, they will not move it alone for long. Apparently Dijkstra happens to have a cyclops on his barge, they could discuss the matter with the former spy, while Zoltan gets the cart. He claims a festival is being prepared on the island, pilgrims and merchants will descend, and the cart will blend in easily.

To coordinate all of this they need extra help. Dudu suggests they hire three gnomes he trusts; they live outside Novigrad.

But first, time to meet Triss and gather the plans of the Temple underground.

**Mr. and Mrs. Merigold**
Geralt approaches Triss outside the architect Theodor’s studio, and says that he's ready to go in. Asked about how they will trick the architect, Triss says they will impersonate a married couple who just want to furnish their dream home. She will talk and distract the architect, and he will have to sniff around. Geralt is not convinced but leaves Triss free, and the two go inside.

The sorceress starts to talk about dream house and eventually she convinces the architect to go outside, on the pretext that she wants to show him what kind of garden she would like to have and where to put the kitchen. It's time for Geralt to act and search the archive at the back, but he doesn't have much time, because they could return any moment.

From behind the door, the architect can be heard telling Triss to return to the room and the sorceress theatrically shouts what they are about to do to try to warn the witcher. After leaving Thoedore’s studio, Geralt says he has the temple plans and goes to bring them to Zoltan. Geralt thanks Triss and can praise her for her idea. Additionally, if Geralt has collected a specific item from the architect's studio - a small trinket, a flower or a volume of poetry, he can give it to the sorceress, in gratitude for the fact that they succeeded.

**New Hires**
Geralt arrives at Rico's place with the intention of hiring him, but the halfling is in trouble. Three thugs come inside with the intention of hurting him, because he cheated them during a card game and they want their money back. Geralt can dissuade them or attack them, and once Rico is out of trouble he will thank the witcher and promise to return the favour.

The witcher then moves to the area where the gnomes live. Geralt finds one and asks about the brothers, saying that Dudu sent him, but the gnome replies that he doesn't know who Dudu is and that his brothers are not here. During the conversation, gnomes come in and out of the dialogue, confusion ensues, Geralt gets confused by their names. Finally, all three arrive and it turns out that they informed each other that the witcher is looking for them.

Geralt explains to them what their tasks would be. It is necessary for one of them to notify Dudu to send the cart to the stonecutter, and then to get the cyclops. The second one should go to Dandelion's brothel and the third one should then go to Rico to tell him to show up at Dandelion's brothel

Before accepting, the brothers propose to the witcher a game, a sort of treasure hunt. They hand him a key and a piece of paper with the location of the first box. They say that if he finds them all, they will know about it.

Geralt can accept him and gain a new item (*Note: it's unknown what this item is nor if it is relevant to the quest*) or refuse, the brothers will help anyway.

**The Conservator**
Roche's man sends a message to Geralt. He has apparently discovered the name of one of the conservators of the Temple, the innkeeper Olivier.

Geralt approaches Olivier and offers him a drink. If Geralt manages to make Olivier drink with him until the end, he will eventually go to bed and he will be

off duty as a conservator for the next few days. Olivier, while drinking, will tell various stories, about how he roots for the end of the war regardless of who wins, but prefers the Nilfgaardians, and about a skilled stonemason that could be useful in order to create a copy of the Eternal Fire's Torch.

If Geralt is unsuccessful during the conversation and Olivier refuses to drink further, he can mess around and contaminate the inn’s cauldron with a stew that is supposed to be the innkeeper's dinner. This will put Olivier out of business and Geralt can read about the stonemason from his notes.

Geralt goes to the stonemason's shop and orders a copy of the torch, based on Dudu's sketches, "disguised" as Olivier's man. He can throw in a few facts that he heard in conversation with Olivier or read in Olivier's notes, and in this case the stonemason will deliver his product for free. Otherwise, or if the witcher made a mistake with the details about Olivier and was unmasked, he will have to pay for it.

**Granny**

Back to Zoltan to give him the plans he recovered from Theodore the Architect, Geralt learns that there is an old woman who lives to floor above them that comes to them, to talk or to fix something, every now and then, and this is slowing down the progress, because they can't work in peace. Zoltan asks the witcher to deal with her, and Geralt, not thrilled about this, begrudgingly accepts.

When he gets inside the apartment, the witcher is greeted by the old woman, but she thinks Geralt is her granddaughter. Grandma walks around the apartment muttering a rhyme under her breath. This same rhyme can be found in a children's book in that apartment.

Next step is to find her granddaughter (*Note: it's unclear how Geralt traces her location*). The witcher talks to her about her granny, how she misses her

granddaughter and wishes her to visit. The girl doesn't trust the witcher, but repeating the rhymes muttered by the granny convinces her.

When Geralt returns to the old woman, he finds her granddaughter, in the company of....a werewolf!

Before Geralt can react, the girl puts herself in between the two, and explains that the werewolf is her granny. She's old now and she can't control her transformation, as she used to. She has come to bring her home with her.

With the granny gone, Geralt returns to Zoltan, informing them that they can return to work.

**Cyclops, please**

Last, Dijkstra. He's on a barge, when Geralt gets there and asks him about borrowing the cyclops, the former spy can answer in two ways depending on how the matter of his treasure was resolved. If Dijkstra didn't recover it, he won't give the cyclops to Geralt, the witcher has to do something for him first. He needs to go at midnight to "the bridge coming out of the slums towards the Seven Cats inn". If Dijkstra recovered the treasure, he will give the cyclops to Geralt, but will ask for the favour anyway.

Once on the bridge, at midnight, a figure appears on the bridge and greets the witcher. It's Isengrim. He needs help getting on Djikstra's barge. The Redanians have set a reward for the members of the Big Five, and he doesn't want to take any chances. The Scoia'tael are too conspicuous, so he needs external, but trusted, help.

During the travel, the witcher questions the elf about the circumstances of the escort. The elf says that the Scoia'tael had to retreat outside the city limits, but he still had to arrange something. After this visit to Dijkstra, he intends to

disappear with his elves in the vicinity of Novigrad for some time, because the Redanians are conducting a constant reprisal against him and his people.

Dijkstra thanks the witcher for escorting Isengrim, with a slight indulgence, as if the witcher was his errand boy. He agrees to give him the cyclops, and Geralt says that someone with a cart will show up to collect them.

With everything done, the heist can begin.

# q307_heist - Open Sesame

**Author: Moonknight**
**Character List:**

- Geralt
- Zoltan
- Roche
- Iorveth
- Rico
- Dudu
- Unicorn

Once the preparations are done, the gnomes arrive to inform Geralt that the false Torch is already on its way to Temple island. Roche will be waiting for Geralt with a boat and Rico will join him at the gate. They will enter the square together once the ceremony begins.

**"Look, Cyclops!"**
A disguised Dudu, together with Geralt, arrive at the temple island and get past the gate after showing the guards a glyph which functions as a sort of a pass.

Once they are inside, Dudu goes to distract the crowd, leading them to the cart with the cyclops like they were a circus attraction, while Geralt goes to Zoltan to ask about the status of the mining work. Zoltan answers that it is almost done and there is a canal behind the wall.

Rico is disguised as a conservator, once he is inside and begins mass, he will open the door, letting everyone in.

**Choosing the Torch**
Once inside the chamber, they encounter a problem. There isn't one Torch, but three, and they have to choose the correct one while being short on time, as the conservators are usually inside only for a few minutes.

Geralt recalls everything he knows about the candle. He knows that it is cracked on the pattern. He knows which pattern should appear on the top of the candle and that the stones decorating the candle are red rubies.

Once Geralt has chosen the correct torch, it's time to make their escape, but the exit isn't where it is supposed to be. Zoltan, visibly pissed off, looks at the plan, then realizes that the underground plan they got must be old. There should be a passageway there, but it's bricked up.

Geralt points out that the only way forward is to take a less safe route, through the intricate temple underground. Zoltan gives Geralt the map, telling him to lead the way.

**Prisoners**
It seems that the Temple underground is functioning as a dungeon where prisoners captured by the Witch Hunters are kept and tortured. Along the way, Geralt and Zoltan encounter a torturer threatening a sorceress prisoner. A battle ensues, after which the witcher frees the sorceress. In the next room, another prisoner is being kept and exploited there.

A rare magical creature that the witcher didn't expect to meet.

A unicorn.

The creature communicates with Geralt telepathically. He says he was captured quite a long time ago. The Cult of the Eternal Fire uses powdered unicorn horn to make the mixture that is in the candle, as people believe it has magical properties. Every so often a priest would show up at his home and saw the horn

off piece by piece. Priests have already tormented more than one unicorn in this way.

Zoltan frees the unicorn sawing through the chain that kept him prisoner.

At the end the two meet Roche, who was waiting for them outside in the canal. Geralt explains the difficulties they encountered, and together they leave the island.

**Betrayal?**
Dudu spots the group and runs up to them, terrified, saying that Rico betrayed them. Dudu explains that Rico ordered him to release the cyclops near Dijkstra's hideout and after he disappeared with the monsters into the sewer, Rico took the cart and left, and his current location is unknown.

Geralt points out that Rico cannot abandon the cart and escape with the Torch by himself. Zoltan agrees, he thinks the cheater will probably want to leave the city, so he has to go through the favelas, and maybe someone there will know something. Thinking about his next move, Roche says it's unclear what Rico plans to do with the candle, other than sell the rubies, which means they have little time to find it. He advises the witcher to enlist the help of gnomes. When they get the information, they will wait for Geralt at Jasper's brothel.

Geralt says he will take care of the search, while the rest should hide, just in case the matter with the theft of the candle comes to light.

**Finding Rico**
Geralt heads to the favelas outside Novigrad, where he meets Iorveth. He asks the elf if he saw a circus cart going around the area. Iorveth, after joking if Geralt wanted the cart to change profession, says that he saw a cart heading at full speed towards the east.

The gnomes arrive, and with Geralt they start to put together the info they have. A cart has been spotted in an area called Zamura, looking like it was in a big hurry, while a contact at the traders confirms that Rico had been talking to them lately. The group splits, with Geralt heading towards east.

Once Geralt finds Rico, he demands an explanation. Rico says he wanted to sell the stones to traders, but it took him a long time to find the best buyer. He was driven by the desire for easy profit and had no idea what to do with the rest of the candle. He hastily explains that he did not touch the gems, they are still on the Torch.

Geralt slaps Rico to punish him for the betrayal, but then he lets him go.

Zoltan, Roche, Dudu and the gnomes arrive. Zoltan says the gnomes found Rico's trail and ran up to notify the rest to help in the search. Geralt informs them of what Rico did, and that now he needs to take the Torch to the warehouse and return it to von Gratz. He instructs one of the gnomes to notify von Gratz to come to the warehouse. Dudu, Zoltan and Roche will go there and wait until the medic arrives.

Once he arrives, von Gratz explains that he wasn't interested in the Torch itself, but more on the canvas on which the Torch stands, he explains that it is a rather valuable painting. Geralt can also tell von Gratz about the unicorn and what they were doing to him, to which von Gratz will reply that the creature’s horn has weak healing properties, but it is very efficient as a fuel for the fire.

# q309_casablanca - Now or Never

**Author: Moonknight**
**Character List:**

- Geralt
- Triss
- Zoltan
- Roche
- Iorveth
- Djikstra
- Corinne
- Margarita Laux-Antille
- Edmund
- Linus Pitt
- Olivier
- Dandelion

After Blanka's surgery, we walk Dudu to the main hall of the hospital. Regardless of if the operation went well or if Dudu had to terminate Blanka's life, he will thank the witcher and be ready to assist at Forefathers’ Eve. Geralt tells him to go to Velen and ask about the old mill. There he'll find his master and friend, the witcher Vesemir.

It seems all is set for the witcher to leave the free city of Novigrad, when one of the gnomes rushes in, worried, shouting about witch hunters going house by house in what seems one big round up of mages. Geralt, with no time to lose, rushes to Triss.

**Triss in Danger**

The witcher easily liquidates the guards standing outside the tenement house Triss is staying at, and then enters the gates at Triss' hideout. Several witch hunters are standing in front of him. When he comes closer, they notice him and aggressively announce that they are looking for conspirators against the Eternal Fire. Geralt tries to talk to them, but the hunters take it as suspicious interest. A fight ensues, but the witch hunters are no match for the White Wolf.

Geralt finds Triss hiding with Edmund. He hurries them to leave and find a place where they could be safe. Edmund says that his friend has an astrology shop in the city center and they can hide on the first floor of a tenement house. At least temporarily.

- For clarification, Edmund is a nobleman who is Triss' lover. Geralt can meet him formally during **sq301_triss** although it is unknown if they are introduced to each other here if the player did not choose to play the quest.

***Redkit screenshot showing the original location of Triss' hideout.***

The three gnomes hired for the heist rush in. Geralt explains that they are here at his request, to help coordinate the action. Using the gnomes' help, Geralt tries to arrange for all the friends he might need to help the mages escape to meet in the new hideout. He sends the gnomes to Roche's quarters in the Passiflora; where the boss of the blue stripes should be, to Dandelion's brothel; where they will find Zoltan, and to the outskirts of Novigrad; where they will find Iorveth.

Last, before moving out, Geralt tells the gnomes where the new hideout is located, and to send everyone there.

**Consultation**

The witcher reaches the upper floor of the shop, which Edmund suggested as a good hiding place. Triss, Iorveth, Edmund and one of the gnomes are already there. While waiting for Zoltan and Roche to arrive, the group starts to plan the next move. Triss suggests that someone must have betrayed them, and the evacuation from the city has become very difficult. The exodus of the mages should be organized as soon as possible. During the conversation, the two remaining gnomes and Zoltan run into the hideout. The dwarf claims that Dandelion was in trouble because the Inquisition had somehow connected him to the mages. Several of them burst into Dandelion's brothel and began interrogating the bard, but Priscilla appeared and managed to get him out of trouble.

Roche hasn't arrived yet, and at that point he's unlikely to show up. The gnome failed to find him. For most, this is proof that Vernon Roche is the traitor. Geralt doesn't believe it, but Roche's absence intrigues him. Upon hearing this, Edmund states that, despite appearances, he has no shortage of friends in the city and sets off to see if any of them will help in the hour of need.

The friends agree that they must find Roche. It turns out that Iorveth knows of a few underworld hideouts on the outskirts of the city. A cellar under the floor in the lumberjack's hut; the remains of a hut near Oxenfurt; and an abandoned hut

deep in the forest. Roche might be in one of them, so Geralt, Zoltan and Iorveth decide to leave and search for him.

**Roche and the Dreamer**

Not far from Novigrad, near the forest, Geralt, Iorveth and Zoltan reach several huts, most of them are uninhabited, and a lumberjack is hanging around one of them. Iorveth approaches the man and says that he would like to look under the floor. They are looking for one of the underworld men. The lumberjack tells them to hurry up. The Witch Hunters were here recently and he barely managed to discourage them from searching the hut. Here they find Zyzol, the King of Beggars' messenger, hiding from the hunters. No traces or Roche, but there are other two places to check.

At the abandoned hut in the forest, they find the place apparently empty, but smelling of something rotting, smelling of death. Inside, they find the corpse of Happen, the eunuch from Dijkstra's baths, with a slit on his throat. It is the Temple guards' preferred method of execution according to Geralt. No signs of Roche, which is a relief.

Lastly they arrive at a hut near Oxenfurt. Right in front of the cottage, the elf says he smells trouble. He feels like they are being watched. He orders the witcher to investigate the house, and he and the dwarf will stay as lookouts. Geralt agrees.

The witcher enters the cottage and finds Roche with the dreamer. It turns out that the dreamer and Roche, oblivious to the raid on the mages, have hidden in the hideout to spend some time together. Geralt explains the situation, but suddenly Iorveth interrupts the conversation, warning that the Temple Guard are approaching. He was right, they were following them.

A battle ensues, but the White Wolf and his friend emerge victorious. However, their struggle has just begun. Corinne comes out and starts arguing with Roche.

She talks again about Radovid's persecution, and Roche is tired of it. The dreamer claims that Radovid was getting at her, and he doesn't care. The conversation ends in an argument, as Corinne doesn't want to hide as Roche says, because he promised her they would flee together to Kovir.

Roche puts an end to the discussion, claiming that they must leave the hideout immediately. The former Temerian spy suggests a meeting with Dijkstra. They have been working together for a long time and Roche knows his moves well enough that he would know if it was Dijkstra who was betraying the mages.

Dijkstra recently moved his headquarters to a barge that is in the port. Geralt sends Iorveth and Zoltan to a hideout in the city, and agrees with Roche to meet there.

**About the Big Five**

Geralt meets Roche near Dijkstra's barge. He asks about Roche's argument with Corinne earlier and the escape to Kovir, but Roche, as if nothing had happened, states that they have broken up. She left, saying that she has had enough of this kind of life. Roche is unable to admit to himself that the dreamer's departure has affected him and immediately changes the subject and tells the witcher to go with him to Dijkstra.

At the start, Dijkstra is unwilling to help. He claims that Radovid is hyper fixated on cleansing the world from witchcraft, and it's best to stay away from him and wait it out, which it's what he's doing on the barge. But his attitude changes once Roche tells Dijkstra that someone from the Big Five has spilled the beans. The Temple Guard and Witch Hunters are ransacking the city and they are eliminating one hideout after another. Someone informed Radovid that the mages were about to evacuate, and the evacuation of the mages is in danger.

Dijkstra states that Geralt should proceed with caution. The mages must flee immediately, because Radovid is planning a complete cleansing of the city, and

promises to obtain support for the witcher from the remaining “Boys”. They will not help him in his endeavor, but they will not hinder him either. Geralt was hoping on Dijkstra giving him a ship to leave, but he will have to be content with neutrality.

Taking advantage of the opportunity, Dijkstra gives Roche an order. He shows him a propaganda poster, on which Dijkstra himself is depicted in a bad light. Until now, propaganda has been directed against Nilfgaard, the emperor and the empress, but now it has turned against the “internal enemies”. He demands that Roche and Iorveth take care of it.

**Discussing the Plan**

Geralt and Roche inform Triss about Radovid's plan, which they heard about from Dijkstra. The sorceress wants to send away the last group of mages before Radovid reaches the city. The problem is that the Redanian OJKM Oxenfurt-Tretogor is standing in the bay, and the port is swarming with Witch Hunters and their informers. The sorceress needs help.

Suddenly, Edmund enters the hideout and announces that he has received an offer from Nilfgaard's agents: a caravel will take him and Triss, as well as her chosen protégés (the most valuable mages) to the south. Geralt and Triss are surprised. This means that the Nilfgaardians also received information about the organized transport of mages, which means someone from the Big Five has betrayed them again.

Triss and her lover begin a heated discussion about the plan of action. For Triss, the idea of fleeing to Nilfgaard is absurd. For Edmund it's the only option, as the north is doomed to become a Nilfgaardian conquest anyway. Triss is not at all convinced to take the offer and to go south, she claims they need to go even further north, away from the emperor's hands.

Edmund asks the witcher to talk to him in private.

***Edmund:*** *It's not about how the emperor treats mages. We both know she doesn't want to sail because of you. And we both know I care about her more than you do.*

***Geralt:*** *Are you saying all this for some specific reason or did you just want to confide in me?*

***Edmund:*** *I'm saying this so that you can finally decide what you want from her. And either take care of her or leave her alone and let her be happy. With me.*

***Geralt:*** *Matters between me and Triss are matters between me and Triss and none of your business. As for the Nilfgaardian caravel, Triss is a big girl now and has been making her own decisions for a long time. I have no intention of interfering.*

***Edmund:*** *She doesn't want to decide for herself, don't you understand? She's waiting for what you'll tell her! If you care about her at all, tell her to sail south!*

Edmund and Geralt return to the room where the rest of their companions are. Triss asks what they were doing in there and Geralt has the option to support Edmund's with the idea of going south, refuse to support Edmund, or tell her to decide for herself. The sorceress says she will think about it, but for now the most pressing matter is to get people out of the city. The group is quite large, as there are herbalists and village witches, so they'll need at least two ships.

Triss states that before they can begin the action of conducting the mages, they need at least two ships that will be able to sail out of the city. The task is not at all easy, because the number of possibilities is limited. From the port authorities' point of view, everything is taken care of, because the witcher has the support of the Big Five. The Redanians won't make things difficult either, unless they get a tip that something disturbing is happening on the ships. The sorceress informs the witcher that she has long since paid for the ship, which is currently sailing towards Novigrad. It will be there in a few days. The problem is the raised port

chain and the OJKM Oxenfurt-Tretogor anchored in the port. Triss states that with Roche's help she managed to obtain a document from Hemmelfart, which states that the ship is to take pilgrims going to Kovir.

Edmund volunteers. He says he doesn't want the sorceress to expose herself. He personally knows Bartolomeo von Ochman, who manages the port, and will go to him with the document. Once Edmund leaves, Geralt turns to Zoltan and asks the dwarf to follow him and, if there is any trouble, not hesitate to intervene.

If Margarita is alive, she will be present during the meeting and thanks to her, there will be two ships prepared to take the group out of the city.

***Margarita:*** *I hope that now I can be of service to the cause you've committed yourself to. I've been preparing an evacuation plan on my own for a long time. Now it could come in handy. Let's meet at the port, and I'll tell you the details there.*

*[DEBUG] If Margarita is dead due to the player's decision in q303_treasure, Triss states that without Rita they will have to leave some of the mages to die. She is devastated. They won't fit everyone on one ship and they will have to make a selection before bringing the mages on board.*

***Triss:*** *Unfortunately, we only have one. And that means that some of the mages will have to be left here - to certain death. Maybe if Margarita were alive, things would have turned out differently.*

**Slaughter at the Port**

The witcher has reached the port. The port chain is already lowered, and a new merchant ship, which was not there before, is anchored in the docks. Edmund and Zoltan stand at the entrance to the ship. When Geralt approaches, Edmund explains that he has arranged everything - Bartolomeo grumbled, but he was convinced. He lowered the chain, the ship sailed in, but not everything went as it should. Zoltan adds that the Temple Guard were notified, and they immediately

boarded the ship, checking every inch of it as they spoke. Intervention may be necessary.

Geralt orders Edmund to return to the hideout, and he will board the ship with Zoltan. Edmund agrees to the proposal.

A conversation is taking place on the ship between the guards and the captain. The guards demand the right to search the deck, the captain does not want to agree. Geralt and Zoltan intervene.

***Eternal Fire Guard:*** *What's this?*

***Zoltan:*** *Bedtimes! Once the pilgrims have had their fill of the Eternal Fire, they've got to sleep somewhere, right?*

***Eternal Fire Guard:*** *You're up to something. And that captain too. You are coming with us, we need to question you.*

***Geralt:*** *We're not going anywhere. And neither are you.*

Once the fighting stops and the ship is clear, the captain laments what happened, afraid more guards will come. Geralt calms him and tells him to clear the ship and throw the bodies in the bay. No one will notice their absence for a while, so they have some time.

**Linus Pitt**

Geralt returns to the hideout. If Margarita is alive she will meet Geralt and ask him to follow her to her old friend. This old friend turns out to be Linus Pitt, a scholar from Oxenfurt that Geralt met many years prior on a barge sailing through the Pontar. Margarita explains that Linus has documents proving that he is in port for deep-sea research of the seabed. His ship can take some passengers. Geralt can talk to him about his encounter with the Kayran, another monster who infested the Pontar river.

*[DEBUG] Before leaving, the player can talk to Linus Pitt about the Kayran from W2. From the saga, we know that Linus is considered the discoverer of the species of aeschna, and information about the overgrown Kayran will certainly interest him.*

*[DEBUG] Linus and Geralt have a short discussion in the style they used to discuss aeschnas in the saga.*

***Geralt:*** *Well, that's all settled. And since so, you might be interested to know that a few months ago I saw a giant kayran near Flotsam.*

***Linus Pitt:*** *Everetia maxiliosa pitti! A wonderful discovery! This is an endangered species! As soon as the current expedition is over, I'm heading there immediately!*

***Geralt:*** *There's no point anymore, the monster is dead.*

***Linus Pitt:*** *Did you kill him?!*

***Geralt:*** *I had no choice - he was threatening the locals and blocking the port.*

***Linus Pitt:*** *There are plenty of ports everywhere! Wherever you look - a port here, a port there. And aeschnas are rare!*

***Margarita Laux Antille:*** *Geralt also did it for the good of science, Triss Merigold and Philippa Eilhart conducted an autopsy after the fact and came to very interesting conclusions. When we finish the evacuation, I'll introduce you to them.*

***Note: Possible mistake from the writers, as Triss was kidnapped shortly after and Philippa captured before Triss could be rescued. Only Sheala was present when the Kayran died***

**Planning the Escape**

Geralt returns to the hideout, where the others are talking about the mages in hiding. Triss, with the help of the King of Beggars, has hidden a group of mages who have bought new identities from Junior's people and are waiting for transport. They must be taken to the port so that they are ready to board ships. The official version is that they are pilgrims who have come to see the Holy Torch and now are being transported to the port to board a ship to Kovir. They have been given pilgrim robes as a disguise.

Triss proposes that they guide the fake pilgrims in small groups through the city, to the port. Geralt doubts this would work, and explains to the sorceress what happened on the ship with the guard. Triss gets angry and begins to panic, as now the plan won't work because the guards have probably increased patrols and are more suspicious. Geralt proposes going through the sewer, and Triss answers that this was the initial plan, but it fell through because the pipes are flooded. Zoltan is convinced that, having studied the underground plans for the heist previously, there are levers that could reduce the water level.

Iorveth and Roche are not needed at the moment, so they leave the group to work on the task that Djikstra has given them earlier.

**Escape Through the Sewer**

There is a sewer entrance near the Kingfisher inn. Geralt and Triss meet with Olivier, who lead us to the back. Geralt uses aard on the grate that lead to the sewer. Once they enter, Olivier's feet are suddenly heard on the stairs. He states that the Temple Guard was here just a moment ago, but he managed to get them off his back, for the time being. They asked about the pilgrims who were supposedly spending the night with him. Olivier asks everyone to leave his tavern, if possible. Triss tells him to calm down and go behind the bar before everyone notices his absence.

They then enter the tunnel and walk through the sewers. After a while, finally, they reach a sewer completely flooded with water. Triss sarcastically asks Zoltan what to do now. The dwarf says that there should be a control chamber near their location. Once it is located, they need to pull the lever at the same time to activate the mechanism and drain the water.

Once it's done, at the end of the tunnel leading to the exit they hear Edmund's voice.

**Casablanca**
Everything went according to plan, and they now can start loading the mages on the ships.

*[DEBUG] If Margarita is dead and the player has only one ship, Triss makes the witcher aware that they must select the mages. Unfortunately, they will not take everyone. If Margarita were alive, perhaps history would have turned out differently. Triss asks what they should do.*

The player has three choices

- Let the elders sail, so that knowledge may survive.
- The younger ones have not yet tasted life.
- Decide for yourself.

If the third option is selected, Triss will decide in favour of the older and experienced, to the disapproval of Edmund.

Zoltan leaves to supervise the mages boarding the ships. Geralt and Triss talk about the future, because this is the last moment when they can tell each other things they didn't have time for before. At this point the player has the choice to try to rekindle the romance with Triss, or let her go

*[DEBUG] After a moment of conversation, Linus Pitt approaches them, who states that they are ready to sail.*

*[DEBUG] Geralt states that Novigrad is too dangerous for Triss.*

*[DEBUG] Geralt talks to Triss about their future. The* ***triss_romance*** *fact value is lower than 5, so the player did not flirt much with Triss during the game. For this reason, it should be difficult for him to convince the sorceress to stay with him.*

*[DEBUG] Geralt talks to Triss about their future. The* ***triss_romance*** *fact value is higher than 5, so the player flirted a lot with Triss during the game. For this reason, it should be easy for him to convince the sorceress to stay with him.*

*[DEBUG] Triss apologizes to Edmund, then tells Linus that she is staying in Novigrad.*

*[DEBUG] Triss confesses that she was hurt that the witcher ignored her throughout his stay in Novigrad.*

*[DEBUG] Geralt confesses to the sorceress that he believes she has already found a good man, stable in his feelings and worthy of admiration. Geralt shakes Edmund's hand and orders him to watch over the sorceress.*

If she decides to not stay with Geralt, she will say goodbye to the witcher, and leave with Edmund. After which Dandelion makes his appearance to the port, and will propose the witcher to come to his place for drinks.

Otherwise Edmund will shake his hand, ask him to take good care of her, and leave alone. Triss looks at the witcher and says that she has raspberry ice cream in their hideout behind the shop, which she has been saving for just such an occasion. She asks if Geralt would like to join her.

**Celebrations**

If Geralt ends up with Triss, they go on a date together. Triss leads Geralt to the shop that was their hideout. Once there, in a tense and suggestive conversation, the sorceress and the witcher confess how much they desire each other. After they inevitably have sex, Geralt goes out in search of a place to pee in, a flowerpot or a latrine. He encounters a neighbour who complains about the "loud noise" that they made. Geralt dismissed him. After peeing, Geralt returns to the room. A naked Triss is sitting on the bed, who asks Geralt to eat raspberry ice cream with her in gameplay. Having said that, she walks over to the table and sits down. The two talk lazily about unimportant matters, after a while Triss states that she would like to get dressed. She asks the witcher not to peek, and goes to the next room. Suddenly, Geralt hears noises at the door. He goes to open it, and sees Iorveth, out of breath. Something happened to Roche, he's at the hospital. Geralt and Triss go together to see him.

If Geralt ends up alone, after parting ways with Triss, Dandelion suggests they have a drink together at his brothel. The witcher enters and they all sit down at a table, and begin to drink, reminiscing about old times. *A drinking minigame plays in this section*

*[DEBUG] Jaskier manages to out-drink the witcher.*

*[DEBUG] Geralt manages to outdrink the bard.*

*[DEBUG] Regardless of the outcome of the game, the bard decides that it's time for a concert.*

*[DEBUG] The witcher asks him to forgive him just this once, but the bard doesn't listen. After this line, the bard in the gameplay walks out into the middle of the brothel and starts singing drunk.*

After finishing the ballad, Geralt, completely drunk, states in a friendly manner that there are better girls in the Passiflora than in Dandelion's brothel and the

bard, equally drunk, wants to prove something to the witcher and suggests that they go together. The friends roll into the Passiflora and, completely drunk, talk to Marquise Serenity, trying to order 6 girls. Dandelion wants to prove to the witcher that the girls in his brothel are better and intends to quiz all the prostitutes on their knowledge of poetry. The Marquise is skeptical but lets the girls enter the room. Dandelion's experiment doesn't end up well, as it turns out that the girls can't read nor write. Suddenly Iorveth appears, saying that he's been searching for Geralt for a few hours. It's about Roche, he's unwell at the hospital.

**Heart Attack**
Once they arrive at the hospital, they meet Roche on a bed, in the company of Corinne. They went to the illegal printing house as asked by Dijkstra, but they met resistance. While fighting the guards, Roche fell on the ground, suffering a heart attack. Iorveth saved him and brought him there.

***Corinne:*** *I had a feeling it would end like this sooner or later. You're overexerting yourself and worrying about all this!*

***Roche:*** *Someone has to. Otherwise the world will go to the dogs.*

***Corinne:*** *I don't care what happens to the world. I care about you!*

***Roche:*** *Corine…*

Geralt has to go, there is still the matter of Forefathers' Eve. But before going, he asks Triss to go to Kaer Morhen. She agrees.

- It is possible that if Triss leaves, she will no longer be recruitable for **q403_battle**.

# Velen

## q107_swamps - Return to Crookback Bog

**Author: Moonknight**
**Character List:**

- Geralt
- Pellar
- Fugas
- Baron
- Witch Hunters
- Tamara
- Graden
- Celina (Anna)
- Village Elder

Geralt arrives at the Pellar's hut, only to find Witch Hunters and no sign of the old man. Geralt manages to discover from the hunters that the Pellar has been taken into custody by the commander Graden. Geralt goes to Graden and arrives in the middle of an altercation between him, the Baron and Tamara. The Baron try to established his authority on the land, but he's scoffed at by Tamara who claims he's only a common bandit and not a feudal lord. The Baron claims that she's been kidnapped by the Hunters, and Graden responds that she's there by her own will, unlike the children that are regularly offered to the Crones. The Witch Hunters will not leave until they put a stop to it. Geralt ask Graden where to find the Pellar. He's been taken to the stalls, and Graden grants permission to Geralt to speak to him, because of the good relationship Geralt had with him in Novigrad.

Geralt goes to the Pellar and asks him if he can take part in the Forefathers Eve ritual. The Pellar informs Geralt that the Forefathers Eve can't be performed, because the island on which the ritual takes place is cursed, and the local deity is not pleased with the local population and the scarce tribute given to him lately. This "Swamp God" had watched over the place for ages, and it needs to be prayed and pleased before the Eve. The Pellar informs Geralt about this deity's shrine location, and advises Geralt to bring the finest booze, the Velen Balm, in tribute to him. Sadly Old Barin, the person who used to make the booze out of his own personal recipe, has passed away, and the Baron has "requisitioned" all the liquor left at his place. Geralt will also need honey, to buy from a beekeeper and parsley seeds. He says that once the sacrifices are made, a juniper branch should be placed and lit to summon the deity.

The witcher can ask for information about the curse. The Pellar informs Geralt about this recent history of Fyke Island, and how he falsely lured the peasants who came to ask for food, just to kill them. The place has been cursed ever since.

> *[DEBUG] Geralt must also undo the curse that weighs on the island where Forefathers Eve has always been performed. In this matter, he advises us to talk to Keira, who has moved to an abandoned village on a lake with an island to hide from the Inquisition.*

Keira's second hideout was probably in the village known in the game as Drudge.

**Crow's Perch**

We arrive at Crow's Perch just to find a furious and drunken Baron, displeased with how Tamara rejected him and eager to set up the horses and take her back with the use of force. Geralt can support the Baron's idea, or advise him that kidnapping Tamara will only make the situation worse, that she ran away because she was afraid of him. Because she hated him.

The Baron tells off Geralt and asks him rudely why he's there.

***Geralt:*** *Apparently you confiscated all the Velen balm. I need a barrel.*

***Bloody Baron:*** *So much so your throat is dry?*

***Geralt:*** *Mine doesn't dry out at all. This vodka is essential for Forefathers' Eve.*

***Bloody Baron:*** *Should I give away the best drink you can get in this hole so the yokels can play hocus pocus? Forget it!*

***[Choice line]*** *Would you rather be haunted by ghosts?*

***Geralt:*** *Would you rather be haunted by ghosts? Do you know what will happen if Forefathers' Eve doesn't happen?*

***Bloody Baron:*** *I don't give a damn about this, witcher.*

***Geralt:*** *You should. Because you'll be the first to feel the consequences.*

***Bloody Baron:*** *How so?*

***Geralt:*** *The souls of the murdered and sinners will not be able to depart for the afterlife. They will stay here, they will haunt and harass. And something tells me they will start with you.*

***[Choice line]*** *You owe me a debt of gratitude.*

***Geralt:*** *You owe me a great debt of gratitude.*

***Bloody Baron:*** *Which I repaid by letting you talk to an agent.*

***Geralt:*** *That's not what I'm talking about.*

***Bloody Baron:*** *About what?*

***Geralt:*** *About not ripping your belly open when you started setting stupid conditions. And believe me, I could. And I still can.*

***Bloody Baron:*** *Okay, go to the quartermaster for that balm and get the hell out.*

***Geralt:*** *Truly, you are a gracious and just ruler.*

**Fugas**

Geralt arrives at the sanctuary where the Velen's deity is located and places the offering to summon it, like the Pellar advised. The "divinity" asks Geralt why he's here and the witcher explains that he's anxious for Forefathers Eve to begin. The deity asks for the balm (the Crow's Perch objective can be completed before or after meeting the deity) and proclaims that he will not allow the celebrations until the Witch Hunters, defilers of his land, roam the place. He senses the hunters in 2 places, in the forest and near the "forest of the witches". It appears the witcher has work to do.

***Note: REDengine stickers indicate that the location must have been the current Guarded Treasure with a bear, near what is now known as the Dragonslayer's Grotto***

**Driving the Witch Hunters Away**

Geralt stumbles (it's unclear if he receives indications regarding the location of the Witch Hunter or where this scene takes place) upon Witch Hunters reporting a recently failed mission to their commander. They have hunted a monster, but the latter got the better of them. They have one killed, snapped in half by the creature, and the other two hunters barely managed to repel its attacks before the monster ran off into the swamps. The commander comments that it might be the same creature who kidnapped Tamara's mother. Once the commander is away, Geralt intervenes, commenting that the hunters are led to an inevitable death.

The soldiers, scared by the prospect of facing the beast, ask Geralt to deal with it, since he's a witcher. Geralt can ask for a reward, and one of the hunters claims he can have the loot of a miller they killed. Geralt can accept or be disgusted that he was offered stolen money, or "requisitioned goods", as the hunters are quick to point out. Geralt goes to the commander to discuss the proposal.

This conversation has 3 options:

- *We have a common interest. - I want to do a good deed:* Geralt claims that he and The Witcher Hunter have a common interest. The Hunter is disgusted by this claim, he has nothing in common with the likes of Geralt.
- *I won't let you tangle here*: This provokes a fight
- *Somehow we'll get along*: Geralt claims that it's a win-win situation for the Hunter. Either he will have a monster less in the area, or there will be one less vile witcher. The Witch Hunter accepts

***Redkit screenshot showing the original location of the Witch Hunters' camp***

**Tracking the Monster**

Geralt goes back to the witch hunter to get more information about the monsters. The hunters praise Melitele when they hear that the witcher was about to relieve them from their mission, which tells us that not all the hunters are religious fanatics. Many of the grunts are there simply for the loot.

***Geralt:*** *You're lucky. The commander agreed to let me deal with the monster.*

***Witch Hunter 03:*** *Saint Melitele! Many thanks for your presence!*

***Geralt:*** *Melitele? I thought you worshipped the Eternal Fire…*

***Witch Hunter 03:*** *What I believe in is my own business… And with the Hunters you can earn good money.*

***Geralt:*** *I have no doubt… I want to talk to you about the monster.*

***Witch Hunter 02:*** *Sure, Mr. Witcher. Ask.*

***Geralt:*** *What did this monster look like?*

***Witch Hunter 03:*** *He was big… Like a bear or an aurochs.*

***Witch Hunter 03:*** *He also had brown fur, as if wild. And horns, and big ones, like a moose's!*

***Geralt:*** *In a word, the whole menagerie in one…*

***Witch Hunter 03:*** *Zoran, Eternal Fire rest his soul, tore some of the skin off his neck… We took it with us to show the commander. Take a look.*

***Geralt:*** *Where did you come across the monster?*

***Witch Hunter 03:*** *In such dense bushes...*

***Geralt:*** *We are in the forest. You have to be more specific.*

***Witch Hunter 03:*** *[to be written after creating the location]*

***Witch Hunter 03:*** *Give this monster a beating! For Zoran! Let him taste iron!*

***Geralt:*** *Probably silver.*

***Witch Hunter 03:*** *This is... You want to bribe him?*

***Geralt:*** *And you are supposed to replace the witchers...*

Geralt interrogates the man wounded by a monster and examines the fur. Then he concludes it is a fiend.

***Note: There is no information on this encounter with the fiend, and at this point in time the location was still under development (REDengine stickers point to this location possibly being what's currently known as the Dragonslayer's Grotto. It is assumed Geralt kills it, as he returns to the commander to receive his reward***

After killing the monster, Geralt returns to the camp, to make sure that the witch hunters leave the area, and retrieve his reward, if he asked for one.

***Redkit screenshot showing the approximate location of the Fiend's lair***

**Tamara and her Mother**

Geralt then goes to the second place where the hunters were sensed by the deity. Near the place of the Crones, where he finds Tamara and a group of Witch Hunters. The Witch Hunter claims they will not go any further and that Tamara is leading them to certain death, in order to find her mother. She's angry about this insubordination and she says she will report to Graden. Geralt intervenes and can tell Tamara that her mother is with the Crones voluntarily (if he didn't tell her in a previous quest, presumably). Tamara doesn't care and asks Geralt for help in order to find her. Geralt is reluctant and claims he has no desire to go back there, as he barely escaped his first encounter with the Crones.

***Geralt:*** *She doesn't want to leave. I tried to convince her to escape, but she refused.*

***Tamara:*** *I'll try too. She won't refuse me. Wait... Since you've already found her, you could lead me to her! You know the way, right?*

***Geralt:*** *Forget it. I barely escaped the last encounter with the witches alive, I don't feel like visiting them again.*

***Tamara:*** *Witcher, I beg you, you are my last hope...*

***Geralt:*** *I'll help you if you promise to leave the swamp immediately afterwards.*

Geralt then says he might know a way and tells Tamara to send the Witch Hunters away through the Path of Sweet (probably this path was supposed to be longer), and he and the girl will meet at the hill, where there's a bonfire. Her mother can be summoned with a smoke signal, which is used to call her when there's a child to be taken. So in order to lure her out they also need a child as bait.

***Geralt:*** *I will not take you to your mother. Instead, I will lure her to us.*

***Tamara:*** *How? I have already tried calling her, in vain...*

***Geralt:*** *Your mother takes away children that peasants give to witches in exchange for a favor. She comes out of the swamps when she sees the agreed sign.*

***Tamara:*** *My mother would lead orphans to their doom? Impossible, I don't believe it...*

***Geralt:*** *The witches probably put a spell on your mother. She might not even know what she's doing.*

***Tamara:*** *I hope so, witcher. If not, she's become a monster*

***Geralt:*** *We need a kid as bait. Otherwise Celina might catch wind of the trick and won't come out of the woods.*

***Tamara:*** *We have one boy with us, he'll act as a guide. His name is Patyk.*

***Geralt:*** *Oh, him... I'll talk to him, and in the meantime, you send your men away.*

Geralt then talks to the child

***Geralt:*** *Hi, Patyk. What's up?*

***Kid:*** *Boring, damn it. Nothing's happening, damn it... And why do you have such weird eyes?*

***Geralt:*** *Because I swore a lot when I was little.*

***Kid:*** *Eee, bullshit.*

***Geralt:*** *Kids grow up fast here... Listen, would you be persuaded to help Mrs. Tamara find her mother?*

***Kid:*** *No... I'll let you talk me into it for a few crowns.*

The kid can either be bribed for his service, or we can try to persuade him. Either way, with the kid and Tamara, Geralt starts planning the next step

***Geralt:*** *Listen, here's the plan. I'm going to throw these different powders into the fire now until purple smoke rises. This is a sign for your mother to come pick up the child after dark. Stick will stay here, in plain sight, after sunset, and we'll hide so as not to scare her.*

***Tamara:*** *Agreed. We'll do as you say.*

***Kid:*** *But you won't give me to the witches, will you?*

***Geralt:*** *If you're good, then probably no.*

***Tamara:*** *Witcher, how dare you! No, little one, we won't give you up.*

The witcher lights a fire, and he and Tamara stand on the path, waiting for her mother to come out. Celina walks towards them, and Tamara tries to convince her to come with them. Her mother refuses, claiming that she's content and safe with the Crones, that she has food and a roof, and she's not with the Baron anymore. But Tamara notices she's also bruised, that the Crones beat her, and Celina answers that the Sisters were angry that the children ran away. Celina says to Geralt to watch over Tamara and he can use the smoke if he needs to talk to her again. She then says that the Sisters are calling her, and she goes back to them.

**Return to Fugas**

With the witch hunters gone, one way or another, Geralt comes back to the "deity". He informs him that his request has been fulfilled, and the deity answers that he grants permission to commence the celebrations. Geralt can also investigate further and find out the true identity of the deity, Sylvan. Geralt can

confront the creature, and Fugas, his real name, tries to explain he's not evil and he was just using the peasants to have a food supply. He also claims the peasants themselves are not saints, and they confess their sins to him in order to find absolution. Geralt tries to poke him for more information, but Fugas doesn't want to tell more. He promises that he might share more in the future if he's allowed to stay. Geralt can thus decide his fate.

**Freeing the Pellar**

The witcher goes back to Graden, as he needs the Pellar to perform the Forefathers Eve ritual. Graden is talking with the witch hunters Geralt met before. Graden asks for a report and he's pleased that the witcher got involved and helped. He promised the commander will be sent back to Novigrad. Graden is also told by another hunter that the monsters in the swamp are difficult opponents, but there is a path that the monsters don't dare to go near. A path shrouded in an illusion, that makes it appear like there are treats all around. Graden concludes it is where the children are sent and then he dispatches a group of witch hunters to go and destroy the path.

Geralt asks Graden to free the Pellar. He tells us that he doesn't need it anymore but he's still suspected of practicing magic, a minor offence that he could condone if Geralt agreed to help him find information about which village helps the Crones. He will also spare the Village Elder a "thorough" interrogation if he agrees to help.

Geralt can either agree to do this or not, in which case Geralt says that there is no other option but freeing the Pellar with violence. Graden challenges him to a duel for the Pellar.

**Searching for Information**

If Fugas was allowed to stay, Geralt can go back and ask for him to return the favor and tell him the sins that the villagers confided in him. Fugas is reluctant at first, but then he gives in and tells Geralt that the village of Rudnik (Oreton in

the final game) is the one that gives away most children to the Crones. The rest only rarely.

Geralt can also go back to the pyre and use the smoke to ask Celina about the children, claiming she has to return the favour because the witcher let her speak with her daughter before. The information she has is really the same.

**Snitching to Graden?**
With the newly obtained information, Geralt can return to Graden and inform him that the village of Rudnik is the one cooperating the most with the Crones. Graden is satisfied and claims he will make an example for everyone in the area. He agrees to free the Pellar.

Geralt can also decide to refuse to reveal the name of the village, to spare them being butchered by the Witch Hunters, and fight Graden to a duel. Graden is killed as a result and, among the desperate cries of Tamara, he goes to free the Pellar.

If **q106_tower** is done, Forefathers Eve can commence, the Pellar tells Geralt to go to the island the following night, and to not be late.

**Map showing the original locations used in q107_swamps. NOTE: The map textures are based on the release map, it is not based on the original map textures.**

# q106_tower - Fyke Isle

**Author: Moonknight**
**Character List:**

- Geralt
- Keira
- Pellar
- Village Chief
- Annabelle
- Graham
- Boatbuilder
- Lumberjack
- Adrian
- Stefan

**Visiting Keira**
As advised by the Pellar, Geralt goes to visit Keira, who has moved to an abandoned village on a lake with an island to hide from the witch hunters. If Geralt tries to find her at her original home he will find a note informing him of the change in location. This note was likely placed in a location only Geralt could find. It simply reads, *Geralt, remember where our last expedition began? Look for me on the other side of the lake.*

The witcher asks the sorceress what she knows about the curse on Klomnica island(Fyke Isle). She says she associates the place from peasants' stories. It's impossible to get there nowadays because no boats are available, and the lake does not have deep enough rivers to get the boat there. Therefore, Geralt will have to pay someone to build a boat on the shore. She also notes that the areas around the lake are deserted because of the curse and plague. Coating the boat in swamp oil will help protect the boat and repel monsters. Geralt asks where he

can find the boatbuilder, and the sorceress replies that he lives in the village near where she lived before.

Keira says that there was some kind of massacre on the island. The lord, who ruled these lands before the Baron came, ordered the peasants to be slaughtered for some reason, and shortly afterwards he himself died. Asked how he died, the sorceress answers that she doesn't know, and that Geralt would be better asking around in villages, to the village elder, or to the ghost themselves.

If Geralt has already been to the island (presumably by asking the boatbuilder before interacting with Keira), he can mention that he saw ghosts there, but he couldn't interact with them.

Keira gives Geralt a lamp, that the witcher recognizes as the object Keira retrieved from the elven necropolis, that will help Geralt interact with the specters. She also gives him a portable communicator. She advices to turn it on when he gets on Klomnica, so they can be in touch. Geralt is distrustful of all this free help from Keira.

> ***Geralt:*** *This is the second time in one conversation that you've given me something for free. Very suspicious.*
>
> ***Keira:*** *Have you heard the saying that you shouldn't look a gift horse in the mouth?*
>
> ***Geralt:*** *Yes… Whoever came up with them had nothing to do with sorceresses.*
>
> ***Keira:*** *Go, Geralt. Before I change my mind.*

**Boat Building**

Geralt meets with the boatman and he tells him to build a boat on the shore. The boatman agrees but he needs fir planks. He points the witcher to a lumberjack

that lives near the forest, and has the only sawmill in the area. The lakeshore also needs to be cleared of monsters if the man has to build the boat there.

Geralt can ask the boatbuilder for info about the curse. The boatbuilder claims that the peasants, when hunger pressed them, swam to ask the mighty lord for food. The lord took them in and fed them. However, he poisoned the food and the peasants began to die. Some of them survived long enough to get out of the tower and warn the others about the murder. Geralt notes that this is different from the version the Pellar told him, that the ruler had the peasants killed by his guards, and that he poisoned them afterwards, so that they would not talk.

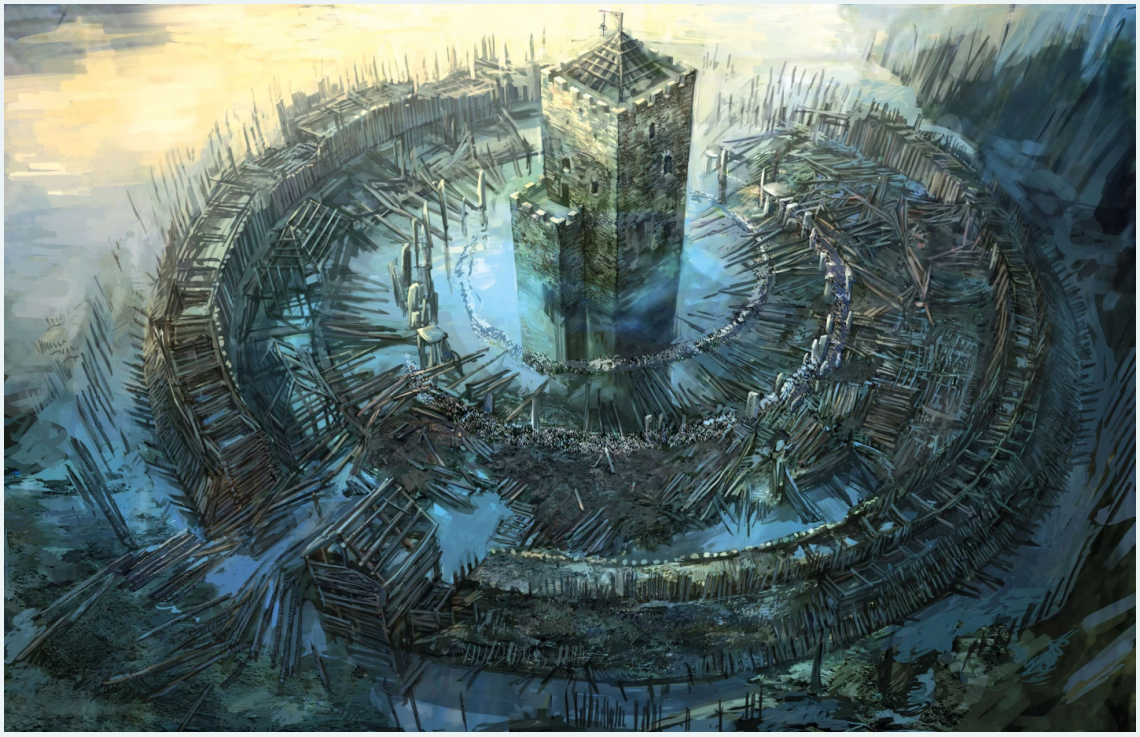
The white wolf goes to the lumberjack. He doesn't have wooden planks in stock, but he can gather them from the nearby forest. The only issue is that the place is also infested with monsters. Once Geralt has cleared the place, he returns to the lumberjack, and after paying him, he orders him to bring the fir planks to the boatbuilder's house, and then they will go together to the shore where the boat will be built.

Geralt gets suspicious and questions why the lumberjack wants to be able to get to the island. The lumberjack tries to act like he's worried about the witcher, but Geralt can sense he's hiding something. The witcher asks why such a reaction and change of attitude. He inquires about events on the island, and the lumberjack gives his version, but Geralt notices a few details that differ from the version the woodcutter told him. Geralt can accuse him of lying, but the lumberjack is not easy to intimidate and threatens that he won't make the wooden planks if Geralt doesn't let it go.

***Redkit screenshot showing where the Lumberjack was originally located. NOTE: There are no house assets***

After everything is done, Geralt returns to the boatbuilder, who says he will need a day to complete the boat.

***Note: the player can now return to the Pellar and ask about the different versions of the story about the events on the island, or go to the island directly***



***Concept Art depicting Fyke Isle Tower***

**Investigating the curse**

Geralt returns to the Pellar. He asks if the Pellar is actually interested in lifting the curse, as what the peasants said differs from the version he gave the witcher about the events on the Tower. If Geralt had been to the island already he can mention that he saw traces that the peasants didn't go there peacefully.

> ***Pellar:*** *I told you that I was not at the nobleman's with them, that I was just repeating what I heard myself*
>
> ***Geralt:*** *Did you hear it from whom?*
>
> ***Pellar:*** *Wait, let me think... I think it's from Adrian, our blacksmith... And Stefan, who lives in the same village...*

***Geralt:*** *Do you take everyone's word for it? I've already learned that this is a bad idea. That nothing here is what it seems. That there's always some second, lousy bottom.*

***Pellar:*** *You don't know what state the people were in when they returned from Kłomnica. What fear was in their eyes, what pain. It didn't even occur to me that they could lie.*

***Geralt:*** *I will establish what really happened on that cursed island. Something tells me that your buddies are not the innocent victims they want to pass themselves off as.*

***Pellar:*** *You are not a saint either, witcher...*

Geralt can also talk to the Chief of the village of Rudnik. He's rude and uncooperative. Geralt can try to convince him to show some manners by mentioning the cooperation between the village and the Crones, if he discovered this in **q107_swamps**, but this will result in the Chief kicking him out.

***Geralt:*** *A lesson in manners would be useful to all of you. Someone should tell you that it's not nice to call people weirdos. Or to give children to witches to be devoured.*

***Chief:*** *Have you ever fainted from hunger? What?! Fainted? Have you seen soldiers trample your entire crops?! How they rape your wife, your daughter?!*

***Geralt:*** *No.*

***Chief:*** *Don't judge us. Get out! Get out of here!*

He gives Geralt a version of the story that also differs from the Pellar's, and the he tells us to talk with Stefan and Adrian

**What Really Happened**

First Geralt talks to Stefan. He's drunk, clearly trying to drown his regrets and pain in the booze. He doesn't want to talk and Geralt can either threaten him or try to convince him. His version of the story sheds some light on what happened on the cursed island.

> ***Stefan:*** *As soon as the war started, the nobleman took all the grain from the granaries and moved to the island. We were starving, and he was partying. Every night we heard laughter and music carried across the water…*
>
> ***Geralt:*** *To the point.*
>
> ***Stefan:*** *The boys got together, said we'd take what was ours. Each took what he had at hand, a scythe, an axe… And we sailed to Kłomnica. I stayed at the dock, to watch the boat. I heard screams, inhuman, like when pigs were being slaughtered… Lightning was striking… Then our guys came running. They were shouting about devils, rats… Grown men, and crying… And so we ran away.*
>
> ***Geralt:*** *And what happened next?*
>
> ***Stefan:*** *We began to die, one by one. We were overcome by heat, blisters appeared on our skin, our fingernails turned black, as on a corpse… The gods were surely punishing us…*
>
> ***Geralt:*** *But you survived… Why?*
>
> ***Stefan:*** *I don't know. But such a life is no better than death.*

He then talks to Adrian. He's dying, and in exchange for his confession, he wants Geralt to promise that he will take his savings to Novigrad, and donate them to

the Eternal Fire, so that he can cleanse his soul. If Geralt promises it, Adrian confesses that he was the one that produced the weapons for the peasants. And he took part in the massacre. He describes what he saw.

> ***Adrian:*** *We crept in.... And we slaughtered everyone. We were already about to carry the grain to the boat.... When Bozymor cried out that he had found a secret chamber, that the treasures of the nobleman were probably hidden there. But there was no silverware there.... Only monsters in chains... And rats, rats as big as dogs.... So many rats...*
>
> ***Geralt:*** *Monsters in chains? Rats big as dogs? You're delirious...*
>
> ***Adrian:*** *It was, as I say... I remember well...*
>
> ***Geralt:*** *What happened next?*
>
> ***Adrian:*** *We threw everything we had collected... Grain, sausages, cabbage... But only a few managed to escape, the rest were devoured by devils and rats... We agreed on what to tell the rest and went our separate ways. A curse fell on the island... And we began to die... One by one...*
>
> ***Geralt:*** *You said you sneaked into the tower... But how?*
>
> ***Adrian:*** *There was a young boy with us, Graham... He used to bring fish to the lord, the guards knew him... He went ahead, they opened the gate for him... And they didn't have time to close it.*
>
> ***Geralt:*** *What happened to him? Did the rats eat him too?*
>
> ***Adrian:*** *No... He came back... But he kept to himself... He was getting weird...*
>
> ***Geralt:*** *Tell me more about this secret chamber.*

> ***Adrian:*** *At the very top there was... There were a ton of books there... I didn't think there were so many in the whole world... And some kind of tubes, and bubbles... Monsters howling in chains... Rats... And this beautiful girl... She lay as if turned into stone... So beautiful...*
>
> ***Geralt:*** *A girl? What girl again?*
>
> ***Adrian:*** *So beautiful... Like a painting...*
>
> ***Geralt:*** *Goodbye. May the earth be light to you.*

Geralt can search for Graham or visit the island.

**Visiting the Island**

Geralt arrives at the island. He notices the bodies of looters, and examining the clues around reveal that things on the island have happened differently than how the folks described it.

> ***Geralt:*** *But there's a lot of iron here... Flails, scythes, sickles, axes... It looks like the peasants didn't sail here empty-handed after all.*
>
> ***Keira:*** *All the more reason you need to make contact with the spirits. Otherwise we'll never know what really happened here.*

Interacting with ghosts reveal fragments about the history of the events on the island.

The peasants hid near the gate to the tower courtyard, waiting until it was opened. With the weapons they got from Adrian, they plan to get food and riches so that they will no longer suffer from hunger and poverty. Inside the tower, they massacred their Lord, who was speaking with his daughter moments before.

In the tower, Geralt finds traces of rat excrements. On reaching what appears to be the top of the tower, he hears a ghost crying, from behind the wall, in a room

above him. Keira warns the witcher, she feels a powerful magical energy. He's getting close to the being that is binding the curse. It might be a monster, or a ghost, although one much more dangerous than the ones he has met so far.

Geralt doesn't find the hidden room that was mentioned by peasants. He only finds brown traces and a smell of sulfur. Keira suggests going back to the peasants to find more since they lied before, maybe they didn't tell the whole truth and have hidden a key somewhere

***Note: It's not clear if the player has to go back to mainland to investigate more or solve a puzzle to find the room***

**Annabelle and Graham**

Once Geralt finds the secret room, he finds a talkative ghost in the middle of it. He says he's a witcher and is looking for a way to undo the curse on the island. The ghost says that she is a noblewoman who stayed in this tower. She was the daughter of the ruler of these lands, promised to another, but she had an affair with a fisherman, Graham. The couple was separated when the war began and her father fled with her to the tower. When the peasants came to ransack the tower, her father ordered the mage who lived in the tower to do everything so that nothing would happen to her.

> [DEBUG] *The mage gave her a potion that was supposed to cause no one to hurt her, but she is to use it only as a last resort. He locked her in the lab from the outside and went to fight. As she sat locked up like that, she heard a familiar voice calling her. It turned out to be Graham looking for her. She opened the entrance to the lab to him and they threw themselves into each other's arms. As they greeted each other, peasants suddenly burst in. Ruling out evil deeds, they pushed Graham away and wanted to play with her. Terrified, she gulped down the contents of the vial and doesn't know what happened next, but when she woke up, she was already a ghost.*

> [DEBUG] *She feels regret that Graham abandoned her and did not bury her. He says burying her is a way to end the curse, since she is the center of the curse. She wants us to transport her bones off the island, bring them to Graham so he can bury her there.*

Geralt can agree to the request, or he can come to the conclusion that the ghost is a plague maiden.

> *Note: It's unclear if refusing leads to Annabelle transforming and Geralt fighting her.*

Geralt makes a visit to Graham, who's living as a recluse. He tells the witcher that the peasants wanted him to help them get to the tower because he regularly supplied fish to the place, and could get the guards to open the gate. At that time, the peasants hid in the bushes, and when the gates were opened, they ran behind the gate and attacked the guards. He recounts that there was a mage who lived in the tower and conducted tests on people. He saw them and they looked like the living dead. Geralt concludes from the description that they must have been infected. Graham says that has wanted to kill himself for some time, but does not have the courage. Geralt tells Graham that he met the ghost of Anabelle. She was cursed and became a Plague Maiden.

> *[DEBUG] He admits everything - he says he helped the peasants get into the tower because he wanted to get to Anabelle. However, everything went awry when the peasants started murdering and looting. When he found Anabelle in the lab and greeted her, the peasants stormed into the lab, pushed him away, while they wanted to rape her. He himself lost consciousness when he woke up, Anabelle was lying dead and rats and decomposing people were roaming around. Terrified, he fled, while when he ran out of the tower, shaken, he shouted the words that he curses it all*

*[DEBUG] States that Graham probably cast a curse in this way. The island hosts the Forefathers, so the place has a magical aura through which something like this could have worked. Besides, Anabelle wasn't dead, just unconscious - she drank the concoction the magician gave her. It was supposed to help her as a last resort. Unfortunately, the magician did not anticipate that the unconscious Anabelle might not be of interest to people, as they would think she was dead, but for rats she would be food.*

Graham is horrified to learn that the rats have devoured his beloved and she has become a monster. Geralt says he must take Graham to Anabelle to explain to her why he escaped from the tower and abandoned her. Geralt wonders how he can protect himself and Graham from the plague and rats that attacked him when the Plague Maiden appeared. He says his grandmother told him that an herb called rut protects him from the plague. Geralt says the herb has no magical properties, but its smell repels rats. He asks if Graham has any rut and tells the fisherman to take it and come to the shore of the lake with the island. He will meet him near the boat.

**Resolution**
Geralt can accept Anabelle's proposal and bring her bones to Graham, asking him to bury her rest. This will result in the Plague Maiden killing Graham.

***Note: Plague Maiden killing Graham is inferred by the title of the scene. There is no other content on his death this way***

Geralt can bring Graham to the Tower. A cutscene will play, where Graham kisses Anabelle, lifting the curse and dying in the process.

***Anabelle:*** *Have you finally come to save me?*

***Anabelle:*** *Won't you say hello to me? You used to be more affectionate.*

***Geralt:*** *Stop.*

***Graham:*** *Anabelle... I didn't know...*

***Anabelle:*** *You left me to the rats.*

***Graham:*** *I thought you were dead... I swear.*

***Anabelle:*** *I was alive. The rats came, and I was still alive. I felt them tearing me apart with their little mouths.*

***Graham:*** *Stop, I beg you!*

***Anabelle:*** *I was dying for a long time. A very long time.*

***Graham:*** *If I had known... I would never have left you. I beg you, believe me!*

***Anabelle:*** *Prove it.*

***Graham:*** *Just tell me how! There is nothing I wouldn't do for you.*

***Anabelle:*** *Kiss me.*

***Geralt:*** *You'll die if you do it.*

If **q107_swamps** has been completed. Geralt can now proceed to **q108_eve**.

**Map showing the original locations used in q106_tower. NOTE: The map textures are based on the release map, it is not based on the original map textures.**

# q108_eve - Forefathers’ Eve

**Author: Moonknight**
**Character List:**

- Geralt
- Vesemir
- Pellar
- Uma
- Dudu
- Keira
- Bloody Baron
- Sergeant
- Potter
- Popiel
- Alexander
- Avallac'h

The quest begins as soon as all the preliminary quests are finished. Geralt goes to the place where he agreed to meet Vesemir, an abandoned hut in one of the dead villages in the No Man's Land. There he finds his old master, in the company of Uma and Dudu.

Geralt thanks the old witcher for his support. Vesemir mentions that he saw the Baron's men, working at the tower with shovels and pickaxes. Apparently, they are looking for something. Geralt can go directly with Vesemir to the place agreed with the Pellar, or send them alone, with the intent of doing a detour on the tower, to see what the Baron's men are up to.

**Forefathers’ Eve**
If Geralt goes to the tower he sees the Baron's bandits who are looking for loot.

Some are searching through chests, some are digging, some are looking through cabinets. When the witcher questions them they start prancing under their breath, throw a few curses and tell the mutant to leave.

Geralt arrives at the place where Forefathers' Eve is celebrated. The Pellar celebrates Geralt in front of the crowd, as the hero who convinced the Deity to allow for the celebration to take place this year.

The witcher, the pellar and Keira, who joined the celebration under request from the pellar, will have to listen to the lost souls of the dead and judge them. The souls will ask for a cure, and they will have to decide whether to forgive or curse. This will be done through offerings of symbolic items.

- **Heart of a hawk.** Symbol of courage. A cure for the spirit that turned out to be a coward in his lifetime.
- **Aloe leaf.** For those who have committed the sin of fanaticism and blindness.
- **Scones.** It will help the spirits who, during their lifetime, were wallowing in wealth, while their neighbors suffered privation and hunger.
- **A quart of vinegar.** For those who have not experienced bitterness in their lifetime.
- **A spoonful of honey.** If a soul has suffered poverty during its lifetime and has never known sweetness.

The pellar focuses his attention to Geralt, He says that to participate in this ritual is an honor, and asks if the witcher accepts it. Geralt does, and from this point on he can't leave Forefathers' Eve. The crowd forms a circle around them, and a fire is lit on a pyre.

The celebrations begin.

***The Forefathers Eve location on the original Fyke Isle as seen out of bounds in the final game***

## The First Souls

> ***Pellar:*** *What is life... You know yourselves. A short torment in this world. What follows... Each of us decides for ourselves. The ancestors will soon appear. Everyone will say what torments him*
>
> [DEBUG]*The villagers sit in three circles arranged like an amphitheater, the outer circle is the highest, and the next ones are lower. Inside the smallest circle, a fire has been lit in the center. The pellar, Geralt, and Keira are standing by the fire. Vesemir, UMA and the doppler Dudu are sitting on a bench right next to it.*
> *Everyone gathered wears long white robes that reach down to their*

*ankles. The villagers in the circles have their eyes covered with white scarves. The pellar approaches the high-flaming fire and throws pieces of bread into it.*

The pellar summons the first soul. He comes, his figure outlined against the tall flames of the fire, a man with a face twisted with hatred. He raises his hands in a pleading gesture. Streams of blood flow down from his palms. The pellar stops him, saying that he won't touch his hearth, then claims he's a murderer. The crowd, Geralt and Keira repeat it as a chorus. The soul is cast away, dissolved into darkness.

The crowd begins chanting again as a chorus

> ***Pellar:*** *Something rustles... Something squeaks...*
> *Someone is approaching the fire...*
>
> ***Chorus:*** *Dark everywhere, dull everywhere*
> *What will it be, what will it be...*

A second soul is summoned like the first, a beautiful girl with a pale face. She raises her hands in a pleading gesture. The pellar shouts "whore!" at her, the crowd and Keira call her traitor.

> [DEBUG] *Geralt doesn't really know how to react. He looks at Keira, who knows that infidelity in the morality of the people (i.e. of No Man's Land) is punished on a par with murder.*
>
> [DEBUG] *The woman's face twists into a disgusting grimace. The pale beauty disappears somewhere. Her soul dissolves into darkness. The villagers' choir begins the mantra again... "Dark everywhere..." The sorcerer pours milk from a pot into the fire. The flames hiss. A puff of white smoke rises. The camera approaches the fire. The image blurs, as does the villagers' monotonous voice. Time passes. The image focuses on*

*the flames. From the distance, the voices of the villagers' mantra reappear. We are back in the clearing in real time.*

**The Potter**

Suddenly, the pellar states that he senses that some soul is loudly asking for attention. He throws clay into the fire, and summons the spirit. It's a man, the pellar asks his name, and he answers. His name is Slawko, and it turns out that he was a potter from a village that was destroyed by the Wild Hunt not that long ago. The village was suddenly covered in ice, and wraiths appeared from the sky. The potter asks the witcher to judge him, he thinks his sin is cowardice.

*Note: At this point there is a replacer section where the player controls the potter, through the sequence of the Wild Hunt attack*

> [DEBUG] *The blacksmith is woken up by his wife, who yells that Wild Hunt is attacking the village. It is the middle of the night. They are looking for some young girl, but since no one could point her out, they started murdering. They came along with a white cold. After this line, the woman runs out of the hut on gameplay, and the player plays the replacement of the potter.*
>
> ***Woman:*** *Slawko, Slawko! Wake up!Hurry! Wild Hunt in the village! They are looking for some young girl with gray hair. No one can point her out, so they started killing.*
>
> ***Potter:*** *Where are our children?*
>
> ***Woman:*** *They slept in the mill at their grandparents' house, and now they are trapped there, because the ice has cuffed the beams as if with a bolt. The wraiths will probably burn everyone who hides in the mill! We must rescue them!*

***Potter:*** *The road to the mill is covered with ice. We will not pass! We can't help them anymore.*

***Woman:*** *I beg you!*

***Potter:*** *We need to get out of the village. There are boats at the pier. We have to take one and hide in the rushes.*

***Note: It is unclear what happens next. If the potter and his wife died in that village running away, or at a later time***

Geralt has to judge him, and if he wants to forgive him for his cowardice, he will have to offer the soul the heart of the hawk, symbol of courage, which will cure him of his cowardice.

**Bloody Baron**

The Baron arrives and interrupts the celebration. He demands to speak with one of the dead, and the pellar claims everyone has the right to sit in the circle. But the Baron wants more than that. He throws a dead rat into the fire and tries to summon the spirit of the nobleman who once died in a nearby tower. When nothing happens, the Baron turns to the pellar, demanding to summon the nobleman's soul for him.

The pellar complies, and the soul of Popiel, the previous ruler of the land, killed in the tower during the massacre committed by the peasants, appears. The Baron angrily asks him what happened to his treasure, where it is hidden, and threatens the soul that he will never receive forgiveness. Popiel laughs at him, and defiantly claims that his "treasure" was mostly candlesticks and books, most of which would've been looted by the peasants.

The Sergeant intervenes, claiming that the tables and candlesticks were probably made of silver, and that the peasants who committed the massacre are the same rabble that are gathered here for Forefathers' Eve.

***Pellar:*** *Don't you dare raise your hand against the participants of the ceremony, or you will be severely punished!*

***Sergeant:*** *Are you going to cast spells on us, you old fart?*

The Baron orders his men to take the people, and a battle ensues.

**Popiel**

After fighting the Baron's men, the pellar states that they must continue the ritual, although the situation is now quite dangerous. Blood has been shed. He explains that when the fight broke out, the villagers did not break the circle and did not start to run away, because they knew that a disaster could happen.

The spirit of Popiel hanging over the fire begs the witcher to judge him and finally let him go. The witcher agrees, and the magnate starts to tell his story.

***Note: In this section, like with the potter previously, the player plays as Popiel***

We are in the tower, in a room with a table, and talking to the mage Alexander. Popiel asks if the mage is ready to demonstrate the results of his research to him. He's been having him employed at the tower for some time now and he hopes that something has already been prepared. Alexander unfortunately doesn't have good news. Popiel mentions that he was helpless when the plague decimated his village, and it was then that he decided he would fund the magician's research to find a cure for the plague. He claims that if the mages fails, he will have to kick him out and ask back all the money he already gave him to find the research. The mage promises he will increase his efforts, then leaves the room.

Annabelle is in the room, sitting at the table. She asks her father Popiel to sit and eat with her. The girl is not happy with her father's decision to cut off the peasants living on his land. She is intent on making a case for the peasants, to try to ease their poverty, when suddenly a guard rushes in the room. The peasants have attacked the tower, and they are killing anyone they encounter. Popiel

orders the mage to take care of Annabelle and to go to the top of the tower and then he heads out to face the peasants. The mage gives her a potion, saying that when drunk she will appear dead to other people. Then he leaves too.

Graham appears in front of Popiel. He was ahead of the other peasants, and wanted to go to the top of the tower to save Annabelle. He claims that he loves her and needs to save her, but Popiel has no intention of giving the girl to the fisherman, as she is already promised in marriage to a noble.

The flashback ends, Geralt is left to judge Popiel, by offering the correct gift.

**Alexander's Research**

After judgement has been cast on Popiel, Keira intervenes, casting a summoning with a few quick movements. The soul of the mage Alexander appears in the fire.

The pellar shouts at Keira, ordering her to stop tormenting him, but she violently silences him, and starts talking with the mage. They used to be lovers and haven't seen each other in years. Keira asks the mage where his notes are. She would like to continue his studies, but she needs the mage's research data to do so. Alexander is surprised that Keira wants to take on such a task. He claims this kind of knowledge is dangerous and can be used to create a weapon, a disease that will kill many people. Keira states that she recognises this and promises to handle the magician's findings with care. Alexander however does not believe Keira and refuses. Keira then orders him to confess the location of his notes immediately, and casts a spell on the soul, which makes the mage begin to howl in pain. The sorceress promises that she will tear him apart if he does not tell the truth. Alexander gives up, and tells her to look for the documentation books in the tower, in his lab, behind the bricks by the alembic.

At this point, the pellar tries to cast away this soul. Alexander resists, defiantly claiming that the Pellar has no power over him. Keira tries as well, but Alexander ignores her. Keira fails to hold the spirit, who is trying to escape, and a barrier of

fog appears around the fire, separating the rings of villagers from the witcher, the pellar and the sorceress, standing in the middle. Alexander attacks the gathered people.

> *[DEBUG] If the witcher made a mistake when judging some ghosts and instead of giving them something that caused relief, gave them something that increased their suffering, they will now appear during combat. Seeing this, the pellar will shout to Geralt in gameplay that the blood spilled by the Baron's men allowed the ghosts to break free from their control. Cursed by them, they returned to take revenge.*

**Uma**

After the fight ends, the ghosts disappear. Keira is gone too. Geralt doesn't care about it for now, it's time to complete the ritual on Uma. Geralt asks Vesemir to bring him, then declares that he will use a Witcher potion to put him into a state of clinical death so that his soul will separate from his body. Just as they agreed at Kaer Morhen, with such a complex curse, they must first deal with healing his mind and then his body. For this reason, Skellige's Honey of Heros should be administered last. The White Wolf throws a bunch of Uma's hair into the fire, claiming that he's summoning his soul. The pellar repeats the soul call after the witcher. When nothing happens he says that the soul is resisting and asks for support. The circle of people repeats the call, three times. A soul appears in the fire.

> [DEBUG] *As with all other souls, the pellar asks "Who are you?" but the soul does not answer. He repeats his question, but the soul completely fails to make contact with him. The pellar asks the soul to show the oxcart its anguish and allow itself to be judged. After this line, there is a darkening and we move to the inner world of Avallac'h, playing Avallac'h's replacer in shadowy form.*

Voices from the void can be heard, scoffing Avallac'h. Uma walks towards Avallac’h, through the middle of the cave. Avallac’h tries to drive him away from himself. Uma cuts him off by stating that the voices are not talking about him, but about Avallac'h. He is the one they are stigmatizing. Now *he's* the Ugliest Man Alive, pushed around by everyone, treated like a buffoon. It's his wits that are subject to the derision of even the dumbest people.

Uma states that until Avallac’h understands that his and Uma's fates are now intertwined, he will persecute him. Uma concludes that Avallac'h should not defend himself. Although he has already rejected him more than once, he should finally accept him as part of himself. He should accept that the ugly and stupid Uma is somehow himself.

Voices from the void rise again, louder, scoffing the Aen Elle Sage.

There's a door in the cave. A door Avallac'h tried to open many times, with no success. Uma claims that maybe he would succeed, if he just asked for help. Avallac'h accepts Uma's help. The latter states that finally The Knower has learned that it is not worth persisting in hopelessness and perhaps it is better to take a step forward. After these words, Uma helps Avallac'h open the door, then walks into the fog.

Avallac'h sees that the cave is divided into two parts by a mirror, and on the other side of the mirror stands Uma. According to the voices, Avallac’h must face Uma and have them both meet at the mirror, one as a reflection of the other. Avallac’h understands that Uma is in some sense a reflection of himself. When he says the words, that he accepts him, the mirror disappears and a passage to the next chamber opens.

Avallac'h enters a cave whose interior is covered with grass, lush vegetation and flowers. Across it flows a river on which Uma sits. The elf approaches him, sits down and they both start talking like old friends. Uma says that Avallac'h must

have gone through a period of anger and feelings of hopelessness to a stage of acceptance and reflection. Uma stands up and invites Avallac'h to join him on their journey.

**Avallac'h**
A black figure hovers over the bonfire in the center of the Forefathers' Eve ritual. It is the soul of Avallac'h, which swirls over the bonfire like black biting smoke, every now and then losing its human shape. The soul is black and is like a mere contour, devoid of a third dimension.

"Quiet!", shouts the pellar, and the chorus of the crowd immediately falls silent. Everyone stares in suspense at the black figure writhing over the fire.
The pellar goes around the campfire looking at the tarry figure. Finally he stops and intones a chant.

> *The flame of fire gives warmth - The trembling of the spirit stops.*
> *The trembling of the spirit stops*
> *The flame of fire flashes with light*
> *Let not the soul hurl...*
>
> [DEBUG]*Geralt observes the scene. Suddenly his hair is blown away by a strong blow of wind. Geralt reflexively glances up. Black storm clouds have suddenly appeared in the sky. The wind is littering the bonfires. The largest one burning in the center wobbles from side to side, and with it a black soul that swirls in the wind like tarry smoke. The pellar and villagers keep repeating their mantra. At one point, two golden points flare up where the black shadow has its head. They are eyes. After a while, a golden, shimmering sphere appears near the solar plexus. The pellar and the villagers do not stop meloreciting their song, swaying monotonously.*
>
> [DEBUG] *The sphere born in the solar plexus of the soul enlarges and suddenly explodes. The shockwave pushes Geralt back several steps. As*

*the witcher catches his balance, we see some of the villagers gramming up from the ground, knocked over by the force of the explosion. Geralt looks up. A luminous figure surrounds the grandfatherly scenery like a lampshade (an effect in the sky somewhat reminiscent of the spirit of Mufasa, who appeared in the sky to Simba in The Lion King). Those gathered as if mesmerized stare at the regular, masculine features of the gray-haired elf, who leans over them from the heavens. The soul's arms seem to embrace the entire show.*

"Who are you, soul?", asks the pellar. *"I am Crevan Espane aep Caomhan Macha, called Avallac'h. Elven sage",* the soul answers.

Geralt is dazed, surprised that the sage, whom he knows, was hiding under that monstrosity. After a moment, he looks at Vesemir. They communicate with their eyes and look up, the aurora-like figure of Avallac'h is still floating in the sky.

Geralt turns to Dudu. It's time that he took a close look at Avallac’h's soul and memorize his form.

The pellar asks the soul to show his anguish so they can decide whether he is worthy of forgiveness.

**Ciri's Story**

[DEBUG] *The player playing as Avallac'h's replacer stands on a green, grassy, undulating meadow. Tall, old trees shoot out of the ground all around. They are petrified - they look like huge statues. Avallac'h walks through a small clearing and notices a girl in front of him, her back turned. Avallac'h approaches the girl and a dialogue begins, in which the Wise One greets the girl by the name of Cirilla Fiona Elen Riannon..*

Ciri turns to him. Avallac'h says that he expected to find her here, and Ciri herself is not surprised. She also sensed his presence, but approached the sage with

caution. He regrets that this is their first meeting in a long time, but he needs her help.

Ciri asks Avallac’h to take a walk with her by the water.

> *[DEBUG] Avallac'h and Ciri are walking through a stone forest and talking. Avallac’h states that it is about the fate of his Aen Elle world, which is on the brink of extinction. Ciri is the key to saving it. As they talk, the two arrive at a small lake, into which dead trees are lowering their stone roots. Three swans float on the surface of the lake.*
>
> ***Avallac'h:*** *Tir Na Lia is on the brink of destruction. Ithlinne's prophecy will soon be fulfilled.*
>
> ***Ciri:*** *You were looking for me to tell me about this.*
>
> ***Avallac'h:*** *I wanted to find you before Eredin does. He needs your blood to open the portal. He intends to bring the Aen Elle through it to the world of the Aen Seidhe*
>
> ***Ciri:*** *What will he do to the people there?*
>
> ***Avallac'h:*** *We both know Eredin. There is no place for humans in his plans. You have to run, Ciri. Eredin will use you and then kill you.*
>
> ***Ciri:*** *Just like he murdered King Auberon.*
>
> *[DEBUG] Avallac'h replies that unfortunately he suspected it for a long time. The wise one throws that Eredin will pay for all his sins. He has no intention of killing him, but he will punish him with a powerful reversal curse, which will turn the intelligent and beautiful leader of the Hunt into a hideous and retarded monster. Avallac'h reveals his plan to Ciri - one of the generals, Ge’els, will provide him with Eredin's blood. With it, he will*

*cast a curse that will punish Eredin. Avallac'h asks Ciri for help - without her, his world will perish. Ciri agrees.*

**Breaking the Curse**

The vision ends. The pellar chants a formula that sends back Avallac’h's soul. Uma's body dissolves into black smoke, leaving a weak elven Sage in his place. Geralt captures the smoke in an amphora..

Forefathers' Eve is over. Vesemir and Avallac'h sit on a stone in the hollow where the celebrations took place, which is now empty, the people gone. The witcher talks to the disenchanted and weakened Avallac'h. The sage can answer some important questions.

*[DEBUG] Avallac'h tells the witcher about the nature of the curse. Geralt also hands Avallac'h an amphora with black smoke and states that it is in it that the manifestation of the curse under the influence of which the sage was. Geralt advises him what to do to keep it contained. The elf hangs the amphora around his neck and from then on always has it with him*

***Geralt:*** *What happened to Ciri*

***Avallac'h:*** *She is sleeping in a safe place.*

***Vesemir:*** *Asleep?*

***Avallac'h:*** *I put her into a state of lethargy. She lies on the Island of Mists. This is the only place Eredin will not reach. Follow the skylight. I put a spell on it so it will show you the way to Cirilla.*

***Geralt:*** *I have to go there.*

Vesemir advises Geralt to take her to Kaer Morhen. Geralt agrees, but first he will look for allies. Avallac'h explains to the witcher that he needs to do that soon, once Ciri is found, the Wild Hunt will know and there will be no turning back.

Geralt thanks Dudu for what he has done, and then leaves, in search of allies and for the place where his daughter is.

# q109_wrapup - Premonition

**Author: Moonknight**
**Character List:**

- Geralt
- Keira
- Bloody Baron
- Seargent
- Peasants

**Keira and the Tower**
Geralt notices the footprints of a human female, walking towards the tower. He thinks that they belong to Keira, so the witcher decides to investigate. If Alexander was right, these notes could lead to a terrible weapon if they fall into the wrong hands. Once at the tower we find the sorceress in possession of Alexander's notes about the plague. Keira seems careless, she desires to get out of the swamp, and while she wants to work on a cure, she also doesn't seem to care about the potential danger of these notes.

> ***Geralt:*** *I warn you, I'm running out of patience. You'll tell me why you wanted these documents and vials. Either willingly... Or with my sword at your throat.*
>
> ***Keira:*** *What a nervous prick you've become.... You must be getting old*
>
> ***Geralt:*** *Stop pulling my leg, I know you too well. You don't care about knowledge. The only things you're after are power, wealth and luxury.... You think these notes can grant you all this. I don't know how, but... I won't leave until you tell me.*

***Keira:*** *Well, fine. Want me to be honest, here we go. As you know, my friend was studying Catriona. This plague is able to decimate cities in a few days, kill off whole armies. I hope that these notes will help me to figure out some remedy for it, or at least vaccine...*

***Geralt:*** *Out of purely humanitarian motives, I take it?*

***Keira:*** *Not hardly. My motives are purely materialistic. The nobles of this world would be willing to pay a lot for such a remedy... Radovid, for example. Maybe he'd even forget my past in the Lodge...*

***Geralt:*** *Radovid? You're up to something... He wouldn't be interested in medicine now, when he's got his hands full with a war.... A war in which a plague could be a very valuable weapon.*

***Keira:*** *A weapon? Don't be ridiculous. The plague is not something you can aim.*

***Geralt:*** *Maybe not now. But if some talented sorceress worked out the right spells...*

***Keira:*** *I have no idea what you're talking about... Such a thing would never occur to me.... My only wish is to find a cure for this horrible, cruel disease... Well, and profit from doing so, naturally...*

***Geralt:*** *Keira.... This can get out of control. Radovid won't just use this weapon against soldiers. He'll poison wells, rivers. Attack cities. And Emhyr's mages won't just sit there fiddling their thumbs. In the end they'll work out their own biological weapon and take their revenge... And plague won't listen to orders. It won't stop where they want. It'll spread all over the world. Killing millions.*

***Keira:*** *So what should I do? Hm?! I won't stay here - I can't. Not one day longer.*

***Geralt:*** *Go to Kaer Morhen. It's hidden, out of the way... You'll be safe there. And you will be able to work on the remedy for Catriona there. Finally a sorceress will do the world some good...*

Geralt can persuade Keira to go to Kaer Morhen, but asking for the notes will trigger a fight, in which Keira gets knocked out, and promises revenge while she watches Geralt burn the research. Or Geralt can lose the fight, and witness helplessly as Keira mocks him and leaves the place.

**Bloodied Baron**

Geralt encounters a group of villagers. They are scared, desperate, they stop the witcher, asking for help. One of them Says that he heard the Baron's men say they were headed for their village, Mordy (Midcopse). He says his wife and daughters are still there. Geralt can agree to help and go there, or refuse and leave.

Geralt arrives at Mordy, and finds the Baron and his men, rounding up the peasants and interrogating them

***Baron:*** *Where did you hide the treasures! Speak or you'll end up like your old lady here!*

***Villager:*** *What treasure, lord Baron... Barely a few gilded candlesticks... and some silver cutlery...*

***Sergeant:*** *What have you done with these candlesticks?*

***Villager:*** *Sold it, sir... Pietrek exchanged it for grain and pork fat with Redanian soldiers...*

***Baron:*** *Pork fat! You sold silver for fat! I can't believe it!*

***Geralt:*** *If you were starving like them, you'd believe.*

***Baron:*** *Bugger off, Geralt. Or you'll have a taste of my sword, like these thieves.*

Geralt can accept the offer, and draws his sword against the Baron and his men, killing them. Alternatively, Geralt can leave, telling the peasants that they deserve to be under the Baron, as that is the consequence of them murdering Popiel, their previous ruler, at the tower. Or he can continue the conversation, and potentially being able to dissuade him if he supported him previously and advised him against kidnapping his own daughter.

***Geralt:*** *Why all this slaughter?*

***Baron:*** *They took my treasure… I won't let them get away with it.*

***Geralt:*** *But you heard there was no treasure. A couple of candlesticks, a few silver spoons. You can murder all you like, but you won't find it. I really wonder why people call you baron…*

***Baron:*** *These are my lands. I rule them.*

***Geralt:*** *By no means. You only rob and plunder here. Like any other bandit.*

***Baron:*** *Quit your threats now or you'll regret. Even a witcher can't face these many men.*

***Geralt:*** *Yeah? Let's check that. [Leads to Fight]*

***Or***

***Geralt:*** *Right. That's what you're the best at. Fight when in advantage. Or against the innocent.*

***Baron:*** *I hope you choke on this sarcastic comments. Fuck away from here or draw your sword.*

***Geralt:*** *If you kill these peasants off, you'll regret this. Like you regret all things you've done to your wife. And daughter. And the child that was stillborn because of you.*

***Baron:*** *Shut up! Say no more!*

***Geralt:*** *You can shut me up. But not your conscience. You'll hear these screams, remember the smell of burning corpses. Till the end of your days.*

***Baron:*** *Enough of this talk. Show me your sword.*

***Sergeant:*** *Don't listen to him, my lord! He's saying this for his own advantage! Treasure was ours, the law is ours!*

***Geralt:*** *Ardal tried to undermine your position many times. I always had your back. Your men instigate you against peasants 'cause they're greedy and bloodthirsty. You don't need to listen to this. You're in charge here.*

**Wrap-up**

If the Baron is persuaded by Geralt, there is a cutscene in which the Baron stops his men, and confronts a potential mutiny, by killing Ardal, the Sergeant, who still wanted to search for treasure and girls, and insulted the Baron.

If the Baron is killed by Geralt in combat, the Sergeant fakes satisfaction and wants to thank Geralt, because apparently they were freed from the oppressor Baron who forced them to serve.

***Geralt:*** *What's wrong? You're not gonna avenge your leader?*

***Sergeant:*** *How could I, sir witcher... I have no intention to fight you, I want to thank you!*

***Geralt:*** *Yeah? Why's that?*

***Sergeant:*** *It was a maniac, we're forced to serve him, to earn a living. I tried to oppose him, show him the right way of things... But he didn't listen.*

***Geralt:*** *Right. So you murdered and raped out of duty.*

***Sergeant:*** *Order is order... But now we're free. We can part in peace. I'll take all my men and be gone in no time.*

Geralt can either let them go, threatening them to never come back, or kill them all.

***Geralt:*** *You're right. You'll be gone. Without a trace.*

***Sergeant:*** *What?*

***Geralt:*** *You're the same scum as Baron was. You oppose him, true enough. But only to take his place. You'd be his worthy successor... But you won't.*

***Sergeant:*** *Have mercy, I beg you! We won't hurt anyone, I swear!*

***Geralt:*** *That's right, you won't. I'll make sure of that.*

Once dealt with, Geralt leaves to continue the search for Ciri.

# Kaer Morhen

## q402_ciri - The Ciri Expedition

**Author: Moonknight**
**Character List:**

- Geralt
- Roche
- Iorveth
- Hjalmar
- Letho
- Mousesack
- Dwarves
- Voorhis
- Ciri

***Note: This quest has very little written dialogue, and is mostly Debug lines. These are used by quest designers to lay down a framework to the scenes, to help the writers who come later and write dialogue based on the indications in the Debug. This passage from the writers was probably never done for this quest in this version of the story***

Geralt has met some people that could help him during the journey. Before going to the location Ciri is being kept at, the witchers visit the potential allies, asking for help in fighting the Wild Hunt. Letho, Iorveth, Hjalmar, Mousesack. Even Roche agrees to help, despite his recent heart issues.

Once he's gathered his allies, he moves to the Isle of Mist.

***Note: There is no description of how Geralt reaches the Isle.***

**Fiend**

Geralt arrives on the island, where he finds a hut, the door barricaded from the inside. The witcher knocks on the door, asking if anyone is in. A voice from behind the door answers, asking who he is and what he wants. The white wolf says he is looking for a girl with ashen hair and asks to be let in. The dwarf doesn't trust the witcher. He states that if the witcher kills the nearby Fiend for them, they will let him in. Geralt agrees to the task.

Geralt returns after killing the fiend. The dwarves open the door.

The dwarf leader states that he is impressed. The fiend was exceptionally strong and killed one of their comrades…although he was an idiot anyway, so all in all, no regrets. Geralt asks who they are and where they actually came from. The dwarf talks about how they sailed from Kovir to Novigrad to help evacuate the mages, but then they crashed on the island after a storm. He also explains that there were seven of them originally. First the sleeper, a narcoleptic, died, drowning when the boat was sinking. The second died after he tripped over a stone, fell off a cliff and broke his neck. Merry wasn't so bad, he found a ship that could be repaired to escape. He tried to kill the fiend that lived around the ship, and ended up being torn apart. The dwarves found the hut, the only place on the island that is not approached by monsters, and locked themselves in it.

Geralt is already the second man they have seen here in recent times, the previous one was a Nilfgaardian. He also crashed here, they didn't trust him at first, but they let him in. It turned out that they were right not to trust him, because the Nilfgaardian turned out to be a pervert. He tried to kiss the sleeping girl who was ranting about destiny and the kisses of love. The dwarves did what they thought was the right thing, they beat the crap out of him and threw him out the door. If he is alive, he is probably hanging around the island somewhere.

Geralt asks if they tried to wake Ciri. He states that they did, but to no avail. The girl sleeps heavily "like King Dezmod after a week of drinking".

**The Kiss of Love**
Geralt finds the Nilfgaardian, who turns out to be Voorhis, in a different hut on the island. The Nilfgaardian tells the story that he was supposed to sail to Skellige to bring Becca to the Emperor, but his ship crashed on that island

> [DEBUG] *Tells Voorhis what happened to Becca, depending on the player's choices.*

The Nilfgaardian general tells the witcher about the dwarves who threw him out of the only safe place on the island, the hut where Ciri sleeps. He tells the witcher that he knows why he came here. He knows that the girl in the cottage is Ciri. He states that he is bound to Ciri by the bonds of destiny and that his kiss can awaken her.

Geralt is strongly skeptical, but states that he will talk to the dwarves. When asked about what the Nilfgaardian was doing before Geralt found him, Voorhis says that after being stopped by the dwarves from waking Ciri, he decided to build a raft and escape the island on his own. He will bring reinforcements once he succeeds.

Geralt brings Voorhis to the main hut, then asks the dwarves to let Voorhis kiss Ciri. The dwarf is surprised, he did not suspect Geralt to be superstitious. He agrees due to the fact that Geralt helped him earlier.

***Note: The rest is missing, or probably never developed for this version. It is assumed that Voorhis returns to Nilfgaard controlled territory after waking Ciri with the kiss, to which Ciri slaps Voorhis (This is referenced in q110_preimlerith). Ciri then teleports with Geralt to Kaer Morhen.***

# q403_battle - The Battle of Kaer Morhen

**Author: Moonknight**
**Character List:**

- Geralt
- Ciri
- Vesemir
- Yennefer
- Triss
- Hjalmar (Dependant)
- Roche (Dependant)
- Iorveth (Dependant)
- Mousesack (Dependant)
- Keira (Dependant)
- Avallac'h
- Letho (Dependant)
- Lambert
- Eskel
- Eredin
- Imlerith
- Caranthir
- Unicorn

***Note: There are missing parts to this quest and it was probably never completed for this version. According to an gamepressure.com interview of lead quest designer Pawel Sasko, this was one of the most difficult quests they ever produced for Witcher 3. He cites this was because there wasn't a clear vision (Owing to them having never done a siege quest before), as well as the quest being highly dependent on choices made previously and events happening afterwards in Act 3, requiring a lot of effort to factor them in.***

**Teleport to Kaer Morhen**

> [Comment] *Overview: Vesemir's sitting in the courtyard, doing some maintenance on a witchers' sword when Ciri and Geralt pop out of a teleport. Reunion scene - full of tears and joy. Yen joins them.*
>
> **Yennefer:** *I haven't seen you for so long and there's no time for you to tell me what happened to you.*
>
> **Ciri:** *I tried to be a good girl.*
>
> **Yennefer:** *I wonder what your face would look like then.*
>
> **Ciri:** *What happened to you is much more interesting. Geralt told me he had been looking for you for years.*
>
> **Geralt:** *There will be time for explanations and chats someday.*
>
> **Yennefer:** *You're right. Now, first of all, we need to figure out how to repel the attack of the Wild Hunt. Avalac'h will organize a meeting.*

After reuniting with Vesemir and Yennefer, Geralt walks with Ciri through Kaer Morhen. She hasn't been there in ages, and is moved by seeing the old fortress again.

> **Ciri:** *Kaer Morhen looks just as I remember it.*
>
> **Geralt:** *There are places that never change. Maybe because Kaer Morhen is not made of walls, but something more.*
>
> **Ciri:** *I feel at home here.*
>
> **Geralt:** *Because this is kind of our home, Ciri.*

During the walk to the fortress, Geralt and Ciri have the chance to meet and talk with the allies that Geralt has managed to rally for the battle.

**Hjalmar vs Keira**
If Hjalmar wasn't invited, Geralt and Ciri meet Keira alone. The conversation is short, with Ciri remembering Keira and the sorceress asking Geralt when he expects the Wild Hunt to arrive.

If Keira Metz is not in Kaer Morhen, Geralt and Ciri meet Hjalmar alone. They talk briefly about the upcoming battle. Hjalmar is looking forward to it. Geralt appreciates that Hjalmar was willing to leave the fight with Nilfgaard to come defend Kaer Morhen.

If both are presents, they don't seem to get along

> ***Keira:*** *Like what will I do during the battle? What did you mean by that Hjalmar, son of Crach?*
>
> ***Hjalmar:*** *Nothing. Just curious. You could be useful for dressing wounds. These are certainly not in short supply.*
>
> ***Keira:*** *Doesn't your empty backward head allow the thought that a woman can in no way be inferior to a man?*
>
> ***Hjalmar:*** *A woman is not meant to fight. She's there to give birth to people destined for battle*
>
> ***Keira:*** *You eat rams, wear their skins, then you also have rams' wits.*

**Triss vs Yen**
If Triss was romanced and is in Kaer Morhen, we meet both her and Yennefer talking.

[DEBUG] *The sorceresses do not explicitly say why they are resentful of the witcher, but they signal that something is clearly wrong. This conversation is an introduction to what will happen after the defense of Kaer Morhen - in a situation where both sorceresses are Geralt's lovers, they both dump him. Triss leaves, and Yen travels with Geralt, but no longer as a lover.*

If Geralt tried to romance both sorceresses:

***Triss:*** *Welcome, Cirilla.*

***Ciri:*** *Triss Merigold.... How good that you are with us too.*

***Triss:*** *Didn't Geralt tell you that we would both be here?*

***Yennefer:*** *Maybe he was hoping there would only be one of us.*

***Triss:*** *Or maybe he just thought we wouldn't talk to each other for some reason.*

***Yennefer:*** *Best let him tell us himself what he was thinking.*

***[Choice line]*** *That Ciri must be rescued*

***Geralt:*** *That the more of us there are, the greater the chance that we will repel the attack*

***Yennefer:*** *Only a true statesman can separate matters of state importance from matters of a personal nature.*

***Triss:*** *Our Geralt behaves like a true diplomat.*

***Yennefer:*** *That sounds very nice. "Our" Geralt*

***[Choice line]*** *I wanted to compare you.*

***Geralt:*** *About food.*

***Triss:*** *I don't understand*

***Geralt:*** *When I can't decide what to eat, I order two dishes. As they stand on the table next to each other it is easier to make a decision.*

***Yennefer:*** *I wonder which of us made him brazen.*

***Triss:*** *I hope he will tell us himself in due course.*

If Geralt chose Triss

***Triss:*** *I think we should explain everything*

***Yennefer:*** *And I think everything is clear without words.*

***Triss:*** *If I knew you were alive….*

***Yennefer:*** *How did you know I was dead? You believed in my death because it was easier.*

***Triss:*** *Can you always control your feelings?*

***Yennefer:*** *Yes. If I took a man away from someone, I would have no problem admitting it. Anyway, what does it mean to take a man away from someone? After all, they are not bundles. Although sometimes they behave much worse*

***Triss:*** *What are you getting at, Yenn?*

***Yennefer:*** *To the fact that he chose you, and you should have no remorse about it. I wouldn't have.*

**Vesemir and Mousesack**

If Geralt has invited Mousesack, he will find him talking with old Vesemir.

*[DEBUG] Old and experienced strategists discuss the defense capabilities of Kaer Morhen. They immediately find a common language, despite their different personalities.*

***Vesemir:*** *Avallac'h is The Knower, but not The Almighty. In matters of war, I trust more those who specialize in killing.*

***Mousesack:*** *This is where we differ, witcher. Those who kill usually die quickly themselves. In war, the only useful art is the art of survival.*

***Ciri:*** *And I think both will be useful to us.*

***Vesemir:*** *We will discuss the strategy issues in a broader group. I will be waiting for you in the meeting room.*

*[DEBUG] If Mousesack is not in Kaer Morhen and the player invited Hjalmar instead, he talks to Vesemir*

*[DEBUG] This is a confrontation between two different views of the world - the old and experienced witcher, and the seasoned but impulsive and courageous Hjalmar.*

**Letho vs Witchers; Letho vs Roche and Iorveth; Avallac'h vs Roche and Iorveth**

Next Geralt and Ciri meet Letho, if he was invited. If Roche and Iorveth aren't there, the Kingslayer will be seen talking with Eskel and Lambert, and with Vesemir if neither Hjalmar nor Mousesack are there.

[DEBUG] *When Letho is present and Iorweth, Roche and Myself are absent, Geralt and Ciri find Letho in the middle of a confrontational conversation with Lambert, Eskel and Vesemir*

***Note: Part of this conversation survived in the released game***

The witchers aren't happy to see Letho and don't trust him. Ciri interrupts the argument, claiming that she doesn't care the reason why Letho is there to fight, just that he's efficient.

If Vesemir is present, it will be him that will restore peace between the witchers.

If Letho and Iorveth were invited, they will confront Letho about his past actions against them

> [DEBUG] *Geralt and Ciri encounter Letho, Roche and Iorweth talking. Geralt witnesses a confrontation between the former enemies.*
>
> [DEBUG] *The player must intervene, as he is the one who brought them all to Kaer Morhen. What follows is a series of choices by the player, during which he influences the decision of his companions. The player can lead to three different situations.*
>
> ***Iorveth:*** *Roche.... You see what I see?*
>
> ***Roche:*** *Dreams sometimes come true.*
>
> ***Iorveth:*** *But that he himself should fall into our hand*
>
> ***Letho:*** *I missed you too. What a beautifully complementary couple*

Geralt intervenes and the dialogue can have three outcomes. Iorveth, Roche and Letho agree to a temporary peace; Letho leaves; or Iorveth and Roche both leave

If Letho wasn't invited, Geralt and Ciri will encounter Roche and Iorveth arguing with Avallac'h

> [DEBUG] *Iorweth and Avallac'h talk in a way that illustrates the difference between the two elven races*
>
> ***Iorveth:*** *Why are you trying to stop Eredin?*

***Avallac'h:*** *Am I not doing the same as you? By opposing the Wild Hunt, do you not also help men in their fight against the Aen Elle? Is it not strange that an elf of the Aen Seidhe stands in defense of his oppressors?*

***Iorveth:*** *The Aen Seidhe broke off from the Aen Elle long ago. But you - you're no Aen Seidhe.*

***Avallac'h:*** *If I had to justify my motivations to every last being incapable of understanding me, I would do nothing else but explain what to me is obvious.*

***Roche:*** *Iorweth doesn't like traitors. And I'm with him on that.*

***Avallac'h:*** *Of course. It seems you are both on a similar level of development. For now it's in all our best interests that we agree Eredin is our mutual enemy. Everything will be much easier that way.*

**Council**

The council to study the strategy for the defense of Kaer Morhen begins. Avallac'h is the expert in Wild Hunt tactics and strengths, he mentions that the greatest enemies of the Hunt are the Unicorns. Eredin tries to keep as much distance between them and the Aen Elle as possible. Geralt remembers he saved a Unicorn during the heist in Novigrad, and regrets he couldn't get his help with the Battle. Avallac'h says that it is still good news, he tells the defendants they will have to do without him for the first phase of the battle. He announces that he will soon depart.

After this, it's time to discuss strategy and make decisions:

[DEBUG] *The Witcher, knowing the suggestions of his companions, makes a decision on the strategy for defending Kaer Morhen. The more people there are in Kaer Morhen, the more ideas can be implemented, because there are more hands to work with.*

[DEBUG] *In a situation where Kaer Morhen has a second sorceress, the two agree that she will take care of unleashing the magic storm.*

[DEBUG] *STRATEGY I: Yennefer will take care of obstructing the landing of the Wild Horsemen, the second sorceress will fight in one of the squares, while the third one will take care of unleashing the magic storm.*

[DEBUG] *The Witcher sends Keira Metz and Triss to cast a spell to undo the White Cold*

[DEBUG] *Geralt sends Mousesack and Triss to cast a spell to undo the White Cold*

[DEBUG] *The Witcher sends Mousesack and Keira to cast a spell to undo the White Cold*

[DEBUG] *Yen asks the witcher who he thinks should take care of unleashing the magical storm.*

[DEBUG] *Geralt sends Triss to dispel the storm.*

[DEBUG] *Geralt sends Keira Metz to dispel the storm.*

[DEBUG] *Geralt sends Mousesack to dispel the storm.*

[DEBUG] *If Iorweth and Roche are present, they both report. The Witcher decides who will handle the defense of the episode.*

***Note: Other plans aren't described but we know they were conceptualized by debug text in the following scenes***

[DEBUG] *The player decided to use the strategy suggested by Lambert, so the witcher hands him potions. Lambert says that the witcher helped him with the medallion /sq401_medallion/, so he had time to prepare additional oils for the sword. He hands them to Geralt.*

> [DEBUG] *The player decided to use the strategy proposed by Vesemir, that is, to extract new weapons from the depths of Kaer Morhen. Lambert then finds that Vesemir has brought out a special sword for him with his own story, which is perfect for such an occasion.*

The hall of Kaer Morhen empties once the reunion ends. Only Lambert remains, giving Geralt the last items, and advises him to talk with Ciri. Geralt talks with his adopted daughter, telling her not to expose herself and enter the fray. This battle is for her safety. They also talk about the time in which she defeated Eredin in combat, at Tir Na Lìa.

> ***Geralt:*** *You already defeated Eredin once, remember?*
>
> ***Ciri:*** *I was very lucky then. We barely crossed swords and he banged his head because he didn't notice that the boat was passing under the bridge.*

**The Battle Begins**

Lambert meets Geralt outside. He feels a tingling in his sacrum, thus he thinks the battle is about to begin. Lambert and Geralt move towards the horses, ready to go outside and welcome the Hunt.

The sorceress or mage that was designated to cast the spell to stop the White Frost sees the two witchers, and urges them to keep the Red Riders away, as the spell they need to cast requires time.

***Note: There isn't much about the first phase of the battle***

Geralt and Lambert are forced to retreat, while they are covered from catapult shots from Letho. Imlerith is chasing them down.

> [DEBUG] *Immediately after the catapult shot, Geralt, Lambert, and Vesemir get to Kaer Morhen on horseback. Imlerith follows them. Letho, who fired from the catapult, shouts to Geralt that a large force is following*

*them, entering the walls of Kaer Morhen. After this line, the camera shot shows Imlerith's marching troops and the general himself, who are passing through the first gate of the fortress.*

[DEBUG] *A camera shot shows Imlerith approaching towards Geralt and Lambert, who thunders in gameplay that the Witchers are doomed. Foreshadowing of Lambert's possible death.*

Geralt and Lambert make their way towards the first square of the fortress, fighting alongside Letho, Roche, Iorveth, Ves and Vesemir. At some point they are separated, as this dialogue with Vesemir implies

***Geralt:*** *Lambert stood in Imlerith's way.... Do you know what happened to him?*

***Vesemir:*** *He survived. I saw him retreating toward the tower with the collapsed stairs.*

Letho can also die defending the walls

***Geralt:*** *Letho took it upon himself to defend the walls.*

***Vesemir:*** *He fought like a rabid viper, but he didn't stand a chance.*

Once they arrive at the gate, it is closed. It was supposed to be opened by Eskel, but he hasn't accomplished the task. It's Yennefer that opens the gate with a spell, noticing the problem from the roof. Eskel arrives and talks to Geralt

***Eskel:*** *How did you manage to get through the gate?!*

***Geralt:*** *I asked Eredin for the keys.*

***Eskel:*** *Very funny.*

***Geralt:*** *Yennefer noticed that we couldn't get through and opened it*

***Eskel:*** *Not interrupting the spell to stop the retinue?*

***Geralt:*** *Not bad, no?*

Ciri *notices Geralt and Eskel and runs to them. Geralt isn't happy about it.*

***Geralt:*** *You were supposed to sit in the castle. If something happens to you, all defense will lose its meaning. I remind you that we are not defending Kaer Morhen, because no one wants to get it. They only want you.*

**Finale**

***Note: There is nothing about the last phase of the battle, we only know that the unicorn, that was saved in the dungeon in Novigrad, appears with Avallac'h, and sacrifices itself, defeating the Hunt. There are no details about how the concept of this sacrifice and how it was meant to appear.***

[DEBUG] *The witcher talks to Avallac'h, who states that this noble animal sacrificed itself unknowingly, in repayment for the witcher's help in Novigrad. According to Avallac'h, this was the only way and states that now it is time to say goodbye to it properly. Fade out.*

***Geralt:*** *How did you find this unicorn?*

***Avallac'h:*** *You found him. And you set him free. He didn't forget about it. And he returned the favor at the right time.*

***Geralt:*** *You mean to tell me that he himself...*

***Avallac'h:*** *Unicorns have big hearts. People will never understand that. For him, it was an obvious sacrifice. In any case, if you had not freed the unicorn in the Novigrad underworld.... We would be dead right now. Now it's time to bid him farewell with proper honors.*

There's a funeral for the unicorn and the fighters who died in the battle, if they died.

The witcher is approached by Ciri, who states that Avallac'h is waiting for Geralt and the sorceress in front of the fortress.

> [DEBUG] *After the funeral, the action unfolds depending on how Geralt and the sorceresses' relations were. If both sorceresses are the witcher's lovers, Triss sadly says goodbye to Geralt and Yennefer. She states that she is leaving. Having said this, she leaves Kaer Morhen. Yen looks at the witcher and states that he should not delude himself. She will help him for Ciri's sake, but she considers their relationship to be over. She says she'll be waiting for him in front of the fortress with Ciri and Avallac'h. With that, she leaves the dialogue and disappears.*
>
> [DEBUG] *After the funeral, the action unfolds depending on how Geralt's relationship with the sorceresses was going. If the witcher's lover is Triss, and Yen was rejected, the black-haired sorceress explodes with her previously suppressed anger. She furiously throws everything that's on her mind at the witcher, then leaves with her head held high. Yennefer leaves Kaer Morhen. From that moment on, Triss travels with the witcher, feeling guilty about her friend, whose friend she took Geralt away. Triss adds that she will be waiting for the witcher in front of the fortress with Ciri and Avallac'h. Having said that, she leaves the dialogue and disappears.*

**The Plan**

Geralt goes to the meeting with Avallac'h along with the sorceress and Ciri. The sage claims that the Hunt was only temporarily defeated and they will return, the war is far from over. They will certainly not survive the next attack and the unicorn's help was a one-time thing. However the elf has a plan, he believes that all three generals they faced during the attack should be eliminated as soon as possible.

[DEBUG] *Avallac'h tells the witcher where Imlerith, the first of the generals, is staying. The sage will wait outside the fortress until Geralt has settled the last things in Kaer Morhen and is ready to set out.*

***Avallac'h:*** *The key to defeating the Wild Hound is to eliminate Eredin's three generals.*

***Geralt:*** *You are a Knower, so you probably know how to accomplish this.*

***Avallac'h:*** *One step at a time. We'll start with Imlerith. He is the sower of hatred and powerful aggression among the Red Riders.*

***Ciri:*** *Will we have to get to the world of Aen Elle?*

***Avallac'h:*** *No. Imlerith will come to the Velen area to visit your mutual acquaintances - the three witches. The sisters prepare a feast of ritual picking of the fruit of hatred, from which Imlerith draws destructive power. There he must be neutralized. Then it will be time for Ge'els and Cannaris*

***Early Concept Art depicting the four generals of the Wild Hunt***

Avallac'h thinks they should hit the road immediately. Geralt says he will talk to the friends that helped them in the battle, then they will go.

The Skelligans decide to return to the islands, Roche and Iorveth will return to Novigrad to continue their fight, the witchers will stay at Kaer Morhen for a while, then return to the path. Keira decides to go to Novigrad. Geralt thinks it's a weird decision given the situation against mages, but she claims she's tired of swamps.

# END OF ACT 2

# Act 3: Hunting the Wild Hunt

*People believe… with their typical and unsupported arrogance… that what they see around them is the whole world*
***Avallac'h***

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# q110_preimlerith - After the Storm

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Avallac’h
- Triss or Yennefer
- Voorhies
- Baron (dependent)
- Dzbanek
- Tamara
- Graden
- Celina (early name for Anna)
- Witch Hunters
- Chuckle (code name)
- Sargent
- Temerian soldiers
- Fugas (dependent)
- Master brewer (dependent)

The main objective of this quest is to find a way to get to the Sabbath in order to kill Imlerith. This quest is an umbrella quest for subquests in Velen similar to Final Preparations and Battle Preparations in the final game.

**The Time of the Falling Rain**
After leaving Kaer Morhen, Geralt, Ciri, Avallac’h, and either Triss or Yennefer arrive in No Man's Land. It is constantly pouring rain causing high water levels and flooding a lot of areas. Gerlat sarcastically remarks about the beautiful weather and Avallac'h replies that the Crones actually caused it to prepare for the

Sabbath. The group needs to find a way to get into the Sabbath. Unfortunately, neither Avallac’h nor Triss/Yennefer can use their magic as that would alert the Crones of their presence. Avallac’h says that in order to gain access to the sabbath they will need to bring an offering of Ergot-laced beer which serves as a strong hallucinogen. Geralt asks how Avallac’h knows all this and he states that he was actually the person who brokered a pact between the Crones and the Wild Hunt a long time ago.

This type of beer is a local staple in Velen. Geralt can ask if they can use White Gull instead and Avallac'h says no. Avallac’h says that in order to brew this beer they are going to need Ergot laced grain and Hlabi root. Ciri suggests that Ergot laced grain could be found at Crows Perch. Avallac’h says that Hlabi root is harvested by the Crones at their home in Crookbag Bog. Ciri refuses to go back there and says that she will work on getting the Ergot laced grain.

Geralt can now ask Avallac’h several questions.

- He asks what the pact with the Crones was. Avallac’h says that it was a pact to give them eternal beauty in exchange for them taking care of the oak tree Ard Cerbin
- Geralt asks what Imlerith is doing at the Sabbath. Avallac'h says he has come for the Fruit of Evil, which, when eaten, transforms him into a powerful and murderous beast. Later, he will pour this power onto the Horsemen of the Hunt, awakening in them a primal hatred.
- Geralt questions why the Aen Elle would want this Fruit of Evil and Avallac'h says that the Hunt are genetically modified to make them be violent.

Lastly, Geralt asks what Avallac'h and Yen/Triss will do while Geralt and Ciri go and get the necessary items to brew the beer. He replies that they will hang out at the Old Brewery, if they used magic it would be detected by the Crones.

Geralt and Ciri set off to find the ingredients to brew the Ergot-laced beer.

From this point on the quest branches into two major sections and both need to be completed in order to progress

**Return to Crookbag Bog**
This section can play out three different ways depending on prior choices.

**Path A: Tamara Dies**
**Note:** ***It is unknown what prior decision triggers this path. It is suspected however that it occurs if Geralt kills Graden in q107_swamp.***

As Geralt approaches the Crones' home he notices bodies of Witch Hunters all over the bog. In the distance he can hear Tamara screaming for Celina to recognize her. As he gets closer, a scene plays out where Celina, now turned into a monster, kills Tamara. Celina then notices Geralt and a fight begins.

After dispatching Celina, Geralt turns his attention to the Hlabi root. He manages to find it and the section ends.

**Path B: Saving Celina**
In this version of the event Geralt stumbles across Tamara and a bunch of Witch Hunters preparing a set of mirrors at the entrance to the trail of treats. Geralt speaks to Tamara and Graden, a witch hunter helping Tamara. Graden informs him that Celina has been transformed into a monster by the Crones and they are trying to lure her between the mirrors in order to disenchant her. Graden says that Geralt could be very useful in this operation.

As they finish speaking the group gets ambushed by monsters. Graden yells for the hunters to protect the mirrors at all costs.

After fighting off the monsters, Graden asks Geralt to go lure Celina in between the mirrors so that they can cast the spell. Geralt asks them what would happen

if he has to kill her. Graden and Tamara express their objections to that. Graden says that Geralt will have his men at his command.

Geralt, Graden, and his men then approach the Crones home. They notice that the Crones home is empty now. Geralt jokes that the Crones have gone on sabbatical.

***Note: What happens next is actually missing. But we can assume that the group has to fight numerous monsters while keeping Celina in the mirrors to disenchant her.***

The path then further splits into two different outcomes

**Path B1: Celina Killed**
In this outcome Geralt had to kill Celina. Tamara is mad at Geralt and doubts that he ever had the intention to save her. She claims that Witchers were made to kill monsters so that is what he did. Graden calms her down and assures her that Geralt was trying to help. He further states that the Crones were the ones truly responsible. Tamara says that she wants revenge and Graden agrees. They both agree to help Geralt at the Sabbath.

- Although Tamara and Graden claim they will assist Geralt at the sabbath there is no data showing them helping during **The Sabbath**. This is potentially just an oversight

Geralt then gets the Hlabi root and walks away.

**Path B2: Celina Saved**
In this outcome Celina is transformed back into a human. However Graden had to sacrifice himself and is dying. Tamara expresses relief and tells Celina that they will finally get out of this cursed land. As his final wish, Graden orders his men to take Celina and Tamara to a safe place. Tamara thanks Graden for everything.

Geralt then gets the Hlabi root and walks away.

After collecting the Hlabi root section 1 is concluded and Geralt can either proceed back to the brewery to start the brewing if he already has completed the other section or go and find Ciri if he doesn't have the ergot grain yet.

**Getting the Ergot Grain**
This is the second section of the quest and is significantly longer and more complicated than the Return to Crookbag Bog part.

**Meeting Ciri**
Geralt meets up with Ciri to see if she's managed to get the Ergot grain. She unfortunately has not been able to since Crow's Perch has been put under siege by Nilfgaardian troops. There has apparently been an uprising of the Temerian Partisans living there. Geralt says that they'll need to go talk to the Nilfgaardians and Ciri follows.

**Meeting Voorhis**
Geralt and Ciri approach the Nilgaardian camp and are halted by guards. Geralt hands over a Letter of Safe Conduct from Emhyr and they are taken to see Voorhis.

Geralt and Ciri approach Voorhis who is overseeing a soldier who is torturing a Temerian prisoner. Voorhis says he is happy to see Geralt of Rivia and Sleeping Beauty and hopes that she won't slap him this time. Ciri clearly does not like Voorhis and they exchange some terse words.

He asks why they are here and Geralt explains that they need to get into Crow's Perch for Ergot grain and Voorhis is very confused by why they want to do this. Geralt can also ask Voorhies about the siege.

Voorhis then insists that they stay for dinner and, despite Geralt's initial objections, he and Ciri end up staying for dinner.

**Dinner with Voorhis**

People are sitting at a richly laid table. Dinner takes place on a hill overlooking the Baron's castle, under a large field tent. Those gathered are sitting at a camp table and chairs quickly set up by Voorhis' servants. Voorhis tells his guests to sit down and Ciri responds that everything looks great. Voorhis touches on Geralt's mission and what exactly he is looking for. Geralt explains that he needs to get to the Baron's Castle to get the ergot-infected grain from there.

Geralt asks Voorhis what's going on with the siege. Voorhis replies that he hopes that it will go smoothly with no fighting. Geralt doubts this and says that the Temerians will not give up so easily. Voorhis explains that their food supplies will run out in around 2 weeks and then the Temerians will be forced to surrender. Geralt guesses however that Voorhis has more up his sleeve. Voorhis confirms this to Geralt and says that he is the one who cut them off from supplies and thinks that it's cheaper and more reasonable than sending soldiers into a senseless assault. Geralts says that he doubts Voorhis will take them as prisoners after they surrender. Voorhis praises Geralt, suggesting that the Emperor wasn't exaggerating about this insight. Voorhis is going to make an example of them by beheading people upwards of the rank of private while everyone else will lose their hands.

Ciri gets angry at Voorhis for this, stating that executions and cutting off hands are punishments worthy of a barbarian warlord, not a Nilfgaardian general like Voorhis. Geralt can respond to the last comment by either saying it's better than the alternative or that it is not very humane.

Voorhis then says that there is another way. If Geralt and Ciri could convince them to surrender right now then the Temerians would not be harmed and only taken prisoner. However Voorhis reminds them that negotiations take time and that Geralt and Ciri are pressed for time. He states they could always just open the gates from the inside and the whole thing could be over in half-an-hour. But

of course he's not encouraging Geralt to do anything as he understands that due to Geralt's former service to Foltest, it might be awkward for him.

Geralt can then ask Voorhis if he knows about a secret passage to sneak into Crows Perch. Voohis will state that some people managed to escape Crows Perch after the uprising and sought the Nilfgaardians for help. He suggests that they might know more and he should go talk to them. They are currently sitting in the camp canteen.

Geralt can then also ask Voorhis about Emhyr's plans to move toward Novigrad. Voorhis then suggests that cities are like castles and can be conquered in various ways - not only by assault. Geralt says that taking over the city would be prestigious for Emhyr. Voorhis replies that it indeed would be but the contribution to the war is just as important. Emhyr could finally shut up all these greedy so-called entrepreneurs. Upon prompting by Geralt, Voorhis elaborates that merchants are the same everywhere. When it comes to sharing in profits - they are always the first to give something - they turn up their noses.

Geralt says they will go now and thanks him for the dinner. Voorhis smiles at Ciri and thanks them for the company and hopes to see them in the future.

This ends the dinner with Voorhis section and from this point forth the section opens up with different paths and player choices.

**Path A: Talk to the Temerian defectors: Baron dead**
If Geralt killed the Baron during **q109** then he goes to talk to someone who would know more about the secret passage. Unfortunately no one does. This brings an end to this path.

**Path B: Talk to the Temerian defectors: Baron alive**
If Geralt convinces the Baron during **q109_wrapup** then he goes to the canteen and finds none other than the Baron sitting there and drinking. Geralt is shocked and tells the Baron he didn't expect to see him here. The Baron replies that *"once*

*on the wagon, once under the wagon"* and that he is under the wagon now. Geralt can ask what happened or just tells the Baron that he needs help with a secret passage.

Geralt can ask who pushed him off the wagon. The Baron angrily replies that it was the Sergeant and his mother. They incited the people and when the Nilfgaardians arrived, chaos ensued. He escaped to the Nilfgaardians, pretending to be a scout. Geralt asks about Reardon Manor and why hadn't the Baron decided to move there. The Baron replies that he tried but the place was overrun by monsters (There may be additional dialogues here depending on the outcome of **sq102_letho** but they are absent). Geralt jokes that the Baron is going to join the Nilfgaardian army now and count on them to kill the Sergeant for him. The Baron says that he plans to leave Velen with the Nilfgaardians and then escape. The Baron then asks what Geralt wants from him.

Geralt then asks the Baron about a secret passage. The Barons says that he is willing to tell Geralt about one if he is able to help him retrieve his war medals that he hid in the secret passage. At this point Geralt can either decline or agree to help the Baron in exchange for the info.

If Geralt agrees to help, the Baron will tell him about a passage that goes from Crow's Perch to deep in the forest. This gives Geralt an idea. Instead of sneaking in via the passage he could instead enter via the main gate and convince the Temerians that he can help the escape through the passage in exchange for Ergot grain.

This conversation unlocks a new path for this section.

**The Main Gates of Crow’s Perch**

As they approach the main gates of Crow Perch, Geralt shouts out to see if anyone is there. The Temerians tell them to fuck off as they are Nilfgaardian scum. Geralt looks at Ciri and hesitates. Then he says that they are Witchers and

want to talk to whoever is in charge. After that they are let inside. On the way in, Geralt can pick up a letter by Dzbanek who is coordinating an attack on the Nilfgaardians with units scattered throughout No Man's Land.

One of the people in charge emerges and Geralt recognizes him as Dzbanek who was stationed in Novigrad. Geralt asks if he was promoted and that Roche is his friend. Dzbanek comments that he saw them come from the Nilfgaardian camp. Geralt says that they spoke to Voorhis and learned his plans for the Temerians. Dzbanek says that he wants to know more. Geralt says that Voorhis is waiting for them to starve and will kill the rest that survive. Dzbanek sarcastically says that this is big news and they never would've guessed without them. Geralt says however that there is one more thing...

At this point the section can split off into two paths depending on if Geralt agreed to help the Baron or not. If he did, then Path B becomes available as a choice here If he did not then the player is forced into Path a.

**Path A: Convince the Temerians to Surrender**
Geralt says that they negotiated terms of surrender for the Temerians. This outrages Dzbanek and he starts to get angry.

The path then further splits off into two paths here. At this point Geralt can allow Ciri to take over the conversation or to do it himself. This decision is one of the main ending choices.

**Path A1: Geralt tries to convince the Temerians himself**
Geralt tells Dzbanek to calm down and to let him finish, pushing Ciri off to the side. He says that if everyone surrenders then they will only be taken prisoner and survive. This further enrages Dzbanek and he says that they would rather die having killed a few Nilfgaardians than to live as prisoners. And he says that he will be starting with them.

Geralt and Ciri have to leave at this point. However the path can still branch. Geralt can choose to engage the Temerians in a fight and then go open the gates so that Nilfgaard can then charge in and finish the siege. Alternatively he can choose to leave peacefully.

**Path A1a: Geralt tries to convince the Temerians himself - Open the Gates**
A fight breaks out between the Temerians, Geralt, and Ciri. In order to leave, Geralt and Ciri must fight and find a way to open the gate. Once the gate is open, the Nilfgaardian army comes pouring in and captures all the Temerians.

**Path A1a: Geralt tries to convince the Temerians himself - Talk to Voorhis**
After the battle, Geralt and Ciri speak with Voorhis. Voorhis asked what the hell happened. Geralt can say that he had no choice as the Temerians were idiots or that they didn't accept the offer. Ciri expresses disgust at this response and says *"Calling people idiots is a weak argument."* or *"I don't know, try to convince them!"*. Geralt responds that they are adults and know what they were signing up for. Voorhis agrees with Geralt.

Geralt comments that it seems to him that it actually didn't matter to Voorhis what he did as long as he could claim a victory and mark another point on the map with his flag. Voorhis says that flags are important but planting them without bloodshed counts twice as much. Ciri responds with *"Strange words from the Nilfgaardian general's mouth."*. Voorhis says that not all Nilfgaardians are bad. She replies that she doesn't know many good ones. She leaves in disgust saying that she will wait at the Brewery.

**Note: Getting this outcome gives you one point toward the bad ending. Geralt can then go collect the ergot grain from the now captured Crow's Perch ending the section.**

**Path A1b: Geralt tries to convince the Temerians himself - Leave peacefully**
Upon leaving Crow's Perch peacefully but without any results, Geralt and Ciri

meet with Voorhis and a small unit not far from Crow's perch. Voorhis asked what happened. Geralt says that the Temerians did not react well to the offer. Voorhis asks if they managed to spy anything. Geralt can either turn over Dzbanek's letter or lie to Voorhis that they learned nothing.

**Path A2b1: Geralt tries to convince the Temerians himself- Give Dzbanek's Letter**

Geralt gives the letter to Voorhis. Voorhis reads Dzbanek's letter. He learns that the Temerians are planning to attack the Nilfgaardian camp. Dzbanek included details of the attack in the letter so that the Temerians scattered throughout No Man's Land could coordinate it with the castle's crew. He also learns information about Chuckle, who commands the partisans and the Baron's former men who have scattered throughout No Man's Land. Voorhis asks Geralt to find Chuckle. They are to say that Dzbanek called Chuckle and his men to the castle. They are to sneak to the castle in a specific place where in fact Voorhis's unit will be waiting there to ambush them.

**Path A1b2: Geralt tries to convince the Temerians himself- Don't give Dzbanek's Letter**

Geralt can lie to Voorhis that they didn't learn anything. Instead he will decide to seek out Chuckle himself and help them plan their attack on the Nilgaardians.

**Path A1b: Geralt tries to convince the Temerians himself- Seeking out the Temerian stragglers- North Camp**

Geralt can identify the location of a camp of Temerians stragglers north of Crow's Perch. He is either given the location by Voorhis' Scouts if he decided to give him Dzbanek's letter or he has to find it on his own if he lied to Voorhis. Geralt approaches the camp and says that he was sent by Dzbanek and is looking for Chuckle. He will have to convince the camp members that he was indeed sent by Dzbanek. This convincing will depend on if the Baron died in **q109_wrapup** or not. Once the members are convinced one of the gang blows a bird whistle. After

a second, several others respond from a distance. Then, Chuckle is summoned and the conversation with him begins. Geralt can encounter this camp anytime during the quest but there won't be much to say without the letter.

**Path A1b: Geralt tries to convince the Temerians himself- Seeking out the Temerian stragglers- South Camp**

Alternatively, Geralt can identify the location of a camp of Temerian stragglers south of Crow's Perch. He is either given the location by Voorhis' Scouts if he decided to give him Dzbanek's letter or he has to find it on his own if he lied to Voorhis. Geralt approaches the camp and says that he was sent by Dzbanek and is looking for Chuckle. He will have to convince the camp members that he was indeed sent by Dzbanek. This convincing will depend on if the Baron died in **q109_wrapup** or not. Once the members are convinced one of the gang blows a bird whistle. After a second, several others respond from a distance. Then, Chuckle is summoned and the conversation with him begins. The way of convincing this camp is different than the North camp. Geralt can convince either one to let him speak to Chuckle. Geralt can encounter this camp anytime during the quest but there won't be much to say without the letter.

**Path A1b: Geralt tries to convince the Temerians himself- Talking to Chuckle**

Chuckle introduces himself and asks Geralt what he wants. Three different possible choices can happen here. If we picked up Dzbanek's letter then we can give it to him straight up. This reveals that Dzbanek is Chuckle's brother. If the Baron is alive and at the camp then we can tell him that they can attack the camp where the Baron is. That part of the camp is weakly guarded and the Temerians can kill the Baron for defecting. Lastly, if we agreed to help Voohis then we can give him the false info which will lead the stragglers to their doom.

**Path A1b1: Geralt tries to convince the Temerians himself- Nilfgaard Win**

Ciri watches the coming battle from a distance and accounts for the outcome.

The Nilfgaardians win if Geralt gives the letter to Voorhis and then lies to Chuckle. This supposedly is also the outcome that occurs if Geralt does nothing at all but I am not sure how that happens since Voorhis said it would take weeks. With the Siege over Geralt can now collect the ergot grain.

**Path A1b2: Geralt tries to convince the Temerians himself- Temerians Win**
Ciri watches the coming battle from a distance and accounts for the outcome. The Temerians win if Geralt gives Dzbanek's letter to Chuckle or if he tells them how to attack the Nilfgaardian camp. With the Siege over Geralt can now collect the ergot grain.

**Path A2: Geralt allows Ciri to convince the Temerians**
Geralt allows Ciri to jump in and clearly say that she used to run away and hide when the enemy cornered her. She didn't jump at their throats when she knew that she wouldn't catch them. Instead she pretended to accept her fate and waited for the right moment to strike back. Dzbanek in disbelief asks her if that actually worked for her. Ciri says the proof is that she is standing here. Dzbanek is convinced. Geralt and Ciri can then get the Ergot grain and they agree to meet back at the brewery. The section ends. This outcome gives a point toward the good ending.

**Path B: Geralt and Ciri save the Temerians via the secret passage**
Geralt tells Dzbanek that the Nilfgaardians hope hunger will overcome their population but that he has an alternative proposition. He offers to take them though a secret passage to the forest. Dzbanek is skeptical and asks what Geralt wants in return. Geralt says that he wants Ergot grain. Dzbanek says this is strange. He accepts the deal but only because Geralt is Roche's friend, otherwise he wouldn't do it. Geralt tells him to gather everyone in the basement.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Entering the passage**
Everyone gathers in the basement and Geralt opens the secret passage with the

key given by the Baron. Dzbanek praises him for opening the passage. Dzbanek gives Geralt the ergot infected grain and says that if the passage does not lead them safely out then they will deal with Geralt.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Finding the Baron's things**

On the way down the passage, Geralt will have to quietly find the Baron's medals without alerting the Temerians. He whispers to Ciri that he found them once he does.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Killing the Sergeant**

On the way down the passage, Geralt can try and kill the Sergeant. There is not much info on this and it seems a bit random. If he does this then it would likely have to kill all the Temerians. It is unknown how Ciri will react since the Sergeant betrayed the Baron. After this section ends, Geralt and Ciri return to the Brewery.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Leaving the tunnel**

Upon leaving the tunnel with the rest of the Temerians, Dzbanek thanks Geralt and tells Geralt to give Roche his regards. Ciri heads back to the Brewery.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Lying to Voorhis**

Geralt returns to the Nilfgaardian camp. He speaks to Voorhis who asks what happened. Geralt can either say he found nobody there or admit that he helped them escape. Voorhis is skeptical about both claims but let's Geralt go.

**Path B: Geralt and Ciri save the Temerians via the secret passage- Wrap-up with the Baron**

At the camp Geralt also needs to go give the Baron his things. The Baron is

thankful. Geralt can ask what he is going to do now. Baron replies that he will see where fate takes him. He can also ask about the medals and the Baron will share where each came from and how he got the name Bloody Baron. The section ends after this and Geralt returns to the Brewery.

**The Brewer**
Geralt returns to the Brewery and informs Avallac'h that they have all the ingredients. Avallac'h says that they need to find a Brewer. Geralt asks why brewing isn't one of Avallac'h's many talents. Avallac'h says he has better things to do. He however can enchant the beer but needs someone to make the leaven.

If Geralt let Fugas live in **q107_swamps** then he will mention that he knows a jolly old devil that owes him a favor.

If Geralt killed Fugas in **q107_swamps** then he will recall that he knew Fugas could help but it's a shame that he killed him. Avallac'h sarcastically praises Geralt for that and tells him to go find someone in the village who knows who owned this Brewery.

The section breaks off into two paths based on Fugas' fate accordingly.

**Path A: Fugas the Brewer**
If Geralt let Fugas live then he will go to Fugas' cave. He calls for Fugas and asks if he remembers him. The dialog here is pretty funny and makes references to **q107_swamps**. Fugas asks the Witcher if he has changed his mind about him. Geralts says not and he says that he needs him to brew him some beer. Fugas says it would be the greatest pleasure and Geralt tells him to come to the Old Brewery west of here. Fugas expresses concern about leaving and somebody seeing him. More funny dialogue. Geralt returns to the Brewery and Fugas will meet him here.

**Path B: The Master Brewer**
Geralt goes to a village nearby (It's unclear which one) and finds a brewer drunk

and sitting alone. This person is a master brewer and former brewing champion that has fallen on hard times. Geralt asks him to come brew him some beer. The master claims he is not an errand boy and wont do it even for pay because of his pride. Geralt has two options. He can make fun of the fact that he has fallen on hard times drinking his own product or he can challenge him to a competition. Either option appeals to pride and convinces the Brewer to come and help.

**Brewing the Ergot Beer**

Either Fugas or the Master will start the brewing process. Avallac'h has to at some point cast some spells to properly make the beer.

Fugas is impressed by this and asks Avallac'h where he learned the spells. He then shares some lore about how devils invented beer and that's why people call it the devil's drink.

The Master on the other hand is offended by this and says no Witchcraft in the brewing process and that brewing is an art that cannot be rushed. Geralt will then need to distract the Master to allow Avallac'h to add the Hlabi root and cast the spells. He does this by asking for the recipe which the master refuses to give out of pride again. Avallac'h says that the beer is already brewed based on the smell. The Master is shocked and Avallac'h says *"You, master, have your secrets and I have mine."*

**Beer Tasting**

Next, it is time to taste the beer. Geralt and Ciri are not allowed to drink the beer according to Avallac'h. Avallac'h allows the Master/Fugas to do the honors. Fugas says Avallac'h did a great job while the Master just says it's not bad. Geralt remarks that Zoltan often says it's not about taste but about effect. Triss says that it is a bit bitter but she prefers wine. Yennefer says that Zoltan would drink horse sweat if it made him feel dizzy and that she prefers wine. Avallac'h remarks to either that they do have something in common after all. Fugas says that it is better than the piss the peasants would offer to him. The Master makes remarks

to Triss/Yen that they have not had any good beer in their lives. He says that two decades ago, the best beer from Yaruga to Pontar was brewed here. Ciri asks the Master if he's worked at this Brewery before.

**Truth or Dare**
The transition to his section is a bit off but next Geralt can tell Avallac’h it's time for some honesty from him or that he doesn't have to play the Knowing One before them. Avallac'h relents and promises to be honest for that night or be silent but requests they don't make him talk about politics or the Wild Hunt.

Ciri jumps in and says let's play Truth or Dare. Yen says that she would rather play it than spin the bottle. Triss remarks that she hasn't played since she was a student at Aretuza. Ciri says that Geralt can go first and ask Avallac’h. Avallac’h says that he wants a Truth.

Geralt can ask the following:

- What's the stupidest thing you've ever done?
- Tell me about your first love?
- Have you always been this smart?

**Truth or Dare-What's the stupidest thing you've ever done?**
***Note: There are multiple transcript versions of this dialogue. It is unclear if this is affected by prior choices or was simply part of the development process.***

**Version 1:**

***Avallac’h:*** *Elves are long-lived, so I have plenty to choose from… Probably my unfortunate return to the magical academy at night in my seventh year.*

***Ciri:*** *Expand!*

***Avallac'h:*** *We were forbidden to leave the university after dark. I snuck out to a meeting once, had a drink, came back just before midnight... Except I got the wrong staircase.*

***Avallac'h:*** *Instead of going to my place, I went into the rector's apartment, and... Well. I let loose on the carpet and fell asleep in the bathtub.*

***Ciri:*** *Ooooh! What did he do when he found you?*

***Avallac'h:*** *Oh, that's the second question. It's time for someone else... Even our beautiful sorceress.*

**Version 2:**

***Avallac'h:*** *Hmm... Elves are long-lived, so I have plenty to choose from... I guess entering the Spiral without calculating the coordinates first...*

***Ciri:*** *Oh, you're such a bore... I was hoping for something peppery.*

***Avallac'h:*** *Wait, I'm not done yet. Because of this mistake, I opened the wrong door... And I ended up in the tub of Brouver Hoog, the alderman of Mahakam. Needless to say, he only had a beard on...*

***Ciri:*** *Ooo! And what happened next?*

***Avallac'h:*** *Oh, that's the second question. It's time for someone else... Even our beautiful sorceress.*

**Truth or Dare-Tell me about your first love?**

***Avallac'h:*** *Hmm... I was a complete idiot, I didn't even have a hundred... It was my music teacher. I wrote a sonnet for her. Gods, she was terrible... "your ruby lips, your almond eyes"...*

***Ciri:*** *And how? Have you ever shown it to her?*

***Avallac'h:*** *Oh, that's the second question. It's time for someone else... Even our beautiful sorceress.*

**Truth or Dare-Have you always been this smart?**

***Avallac'h:*** *Oh no, I used to be much, much smarter. I thought I knew everything about everything, I knew everyone inside out...*

***Ciri:*** *And how? Have you ever shown it to her?*

***Avallac'h:*** *And then Lara Dorren, destined and promised to me, fell in love with Cregennan of Lod. In man. I didn't see it coming... And I never understood it. It taught me humility.*

***Ciri:*** *Did you love anyone after that? Apart from Lara?*

***Avallac'h:*** *Oh, that's the second question. It's time for someone else... Even our beautiful sorceress.*

**Truth or Dare-Triss/Yen**

Geralt then asks Triss/Yen if they want a truth or a dare. They both will say truth and Geralt can ask the following

- How old are you actually?
- How many men have you had… Besides me?

**Truth or Dare-How old are you actually?(Yen)**

If Geralt asks this of Yen she will refuse to answer. She says that she wants a dare instead or she will turn Geralt into a frog.

**Truth or Dare-How old are you actually?(Triss)**

**Triss:** *According to my birth certificate, I'm one hundred and nine… But thanks to magic, I still look younger than you.*

**Truth or Dare-How many men have you had… Besides me?(Yen)**

***Yen:*** *Men? Seventy-five. Plus eight women and two demons.*

***Geralt:*** *What?*

***Yen:*** *You wanted honesty? There you have it.*

**Truth or Dare-How many men have you had… Besides me?(Triss)**

Triss gets offended by this question and asks for a dare. Geralt objects but Triss demands a dare.

**Truth or Dare-Yen/Triss Dares**

These dare options only become available if Geralt asked Yen/Triss a question they did not wish to answer. Choose from the following.

- Drink the entire pint in a gulp
- Kiss Avallac'h

**Truth or Dare-Drink the entire pint in a gulp.(Yen)**

***Avallac'h:*** *I really don't know if this is such a good idea…*

***Yen:*** *I expected something less cliched… Your loss.*

*[after a pause, swallowing the last sip]*

***Yen:*** *Content? I can still burp.*

***Geralt:*** *No, no… No need.*

**Truth or Dare-Drink the entire pint in a gulp.(Triss)**

***Avallac'h:*** *I really don't know if this is such a good idea...*

***Triss:*** *I'll try... Although fast drinking has never been my forte.*

*[after a pause, she chokes and flinches]*

***Triss:*** *Uuuch... I think I missed it...*

***Geralt:*** *You were very brave.*

**Truth or Dare-Kiss Avallac'h.(Yen)**

***Yen:*** *Let it be. It's about time someone showed him how it should be done.*

*[brazenly, at the end of the sentence she kisses Avallac'h on the lips]*

***Geralt:*** *It was supposed to be on the cheek... Hey, you can stop now!*

***Yen:*** *Mmm... Maybe we should have played spin the bottle after all.*

***Avallac'h:*** *I need to pour myself some...*

**Truth or Dare-Kiss Avallac'h.(Triss)**

***Triss:*** *Okay... Brace yourselves.*

*[Flustered, she kisses Avallac'h at the end of the sentence. Initially he turns his cheek, then at the last moment he turns around and turns his mouth]*

***Avallac'h:*** *Here you go.*

***Triss:*** *Hey! You're cheating!*

***Avallac'h:*** *Mustache? Where?*

**Truth or Dare-Geralt's Turn**

Triss/Yen then give Geralt a choice of Truth or Dare. The Player can choose

- Truth
- Dare

**Truth or Dare-Geralt's Turn-Truth**

Both Yen and Triss ask the same question:

***Yen/Triss:*** *Could you settle down someday? Abandon being a witcher?*

*Player can respond with the following options*

***Geralt:*** *No. I'm sorry... The Witcher is not something you choose... Something you can leave behind.*

***Geralt:*** *Yes. Not yet... But someday, yes.*

***Geralt:*** *I don't know. Maybe when everything calms down, it will be resolved... And we will survive...*

**Truth or Dare-Geralt's Turn-Dare**

Both Yen and Triss give the same dare:

***Yen/Triss:*** *Pretend to be in love with Dandelion.*

***Geralt:*** *I'm a weak actor... But I'll try.*

*[with a changed voice, imitating Dandelion, exalt yourself]*

***Geralt:*** *Khem... Beautiful white-headed woman, my heart beats in my chest like a nightingale in a cage when I see your alabster face framed by mahogany, lush braids, woven together as if some heavenly halva...*

***Ciri:*** *Hahahaha! It's a pity that Jaskier can't hear it!*

**Truth or Dare-Ending**

Ciri then asks a question. Fugas, if he is there, will also ask a question. But Avallac'h says that it is time for bed as it is almost midnight. The quest ends here and the story continues with **q111_imlerith**, the sabbath.

# q111_imlerith - The Sabbath

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Succubus Ferry Operator
- Velen Peasants
- The Crones
- Imlerith
- The Gardener
- Tomcio Paluch
- Sexed Fiend
- Succubus
- The Prophetess
- The Oracle
- The Guide
- Judge
- Velen Boy
- Audience members
- The Necromancer
- The Pellar
- Orgy Participants
- Triss or Yennefer
- Avallac'h

**CONTENT WARNING: This quest contains graphic depictions of the following:**

- **Suicide**

- **Beastiality**
- **Heavy Sexual Content**

**The Succubus Ferry Service**
Geralt and Ciri arrive at the designated place in the swamps where they see a succubus by a boat. The succubus will take them to the sabbath. The succubus asks who Geralt is and why she hasn't “tasted” him yet. Geralt introduces himself as Vince von Rais, the sorcerer, and Ciri as his assistant Pfili. The succubus asks if they have the Ergot beer for the toll. Geralt gives the beer to the succubus. The succubus asks that they make a toast to the ladies of Ard Cerbin (the Crones). Geralt can either toast with the succubus or refuse to drink. The succubus gets mad if Geralt refuses and Ciri fixes the situation by saying that Vince was just teasing. The succubus reminds Geralt that she does the teasing, not the other way around. This is the last chance for Geralt and Ciri to say that they will come back later. As soon as Geralt and Ciri drink the Ergot Beer there is no turning back till the end of the quest.

**Bald Mountain**
Geralt and Ciri arrive at the landing at the foot of bald mountain. The effects of the Ergot beer are taking hold. Ciri is not feeling well. Geralt reassures her that they can hold on together. From this point to the end of the quest, both Geralt and Ciri will be drugged and will experience hallucinations for the remainder of the quest.

**The Slave Market**
Upon entering the clearing, a conversation begins with someone named the Gardener who immediately accosts Geralt and Ciri. The Gardener asks if Geralt needs a heart, kidney, or pancreas. Geralt says that he doesn't understand. The guy is called the Gardener, who is promoting his “vegetables” (which are nowhere to be seen), however several people are lying on mats, motionless behind him. The Gardener says that he sells spells, organs fresh from the

cemetery, and wholesale whole bodies. Geralt can say that he doesn't need anything or that he sources his own ingredients. The Gardener gets mad at either of these responses thinking that Geralt is digging up his graves or is lying. Geralt can respond by telling the Gardener that he not from here, tell him to fuck off, or tell him that he will attack him.

During this conversation, Ciri quietly leaves the frame and the conversation without Geralt noticing. From this point forth Ciri's behavior will get more erratic and unstable.

Geralt turns around to ask Ciri a question and finds that she is gone. He immediately goes looking for her while the Gardener cracks a joke.

Geralt can talk to the Gardener again to ask him if he saw where Phili, his student, went and how to get to the top of the mountain. When Geralt asks where Phili went, the Gardener mocks him saying that she will come back on her own or his stall (The Gardener is implying that she is going to die and come to his stall for harvesting). Geralt asks him if he sells anything else other than dead people and organs. The Gardener turns out to be a very talented poisoner. He invented a powder that, when inhaled, turns you into a mindless zombie. You are still alive, but you go into automatic mode, so to speak, and follow all commands without hesitation. The gardener praises that people changed in this way make fantastic housewives or sex slaves. The only disadvantage is that you have to force food into their mouths and force them to swallow, otherwise they die of hunger. They also have problems with chewing. This is why the place is called the Slave Market and the people lying on the mat are the slaves that he is selling.

Geralt can then ask how to get to the top. The Gardener asks if it's Geralt's first time here. Geralt can respond in many ways and the Gardener will seem to not believe whatever Geralt says. However he tells him to go up the road where Geralt will find a hole in the wall. He is very ominous about this and won't tell Geralt about the dangers.

**Tomcio Paluch**
Geralt can talk to another man at a stall in the slave market, Tomcio Paluch - a fat man sitting behind a wooden, bloody counter with severed fingers strewn about. Geralt can ask him what the fingers are for. He says that he buys and sells fingers as well as rancid mother's milk, gallstones, earwax. He also sells alchemy ingredients. Geralts asks who would buy fingers and Tomcio says that demons buy them for good luck. Geralt can also shop for supplies with the dude. He can also ask him if he has seen Geralt's student Phili. Tomcio asks what her fingers looked like. Geralt asks why that is important. Tomcio replies that he only remembers people by their fingers. Geralt just leaves after that.

There is also a gameplay convo with Tomcio and a customer.

**A Glimpse of Ciri**
Geralt sees a glimpse of Ciri. He calls out

***Geralt:*** *Cir...Pfili? Wait!*

**The Guide**
Before he can reach Ciri a strange woman called the Guide approaches Geralt and accosts him. She tries to seduce Geralt.

***Woman:*** *"Hello, sorcerer... You haven't taken out your wand yet and you've already enchanted me..."*

***Geralt:*** *What do you want from me?*

***Woman:*** *Take me. Take me here and now, as I stand. I want to ride you and howl at the moon...*

***Geralt:*** *Not now... I'm looking for my student...*

***Woman:*** *Don't like something, honey?*

Geralt can then tell her to back off or ask who she is. If Geralt calls her crazy and tells her to back off, the woman will tell Geralt to continue to call her names and abuse her very seductively. Geralt can then start to fall for the seduction and say that he can't say no to beautiful women.

If Geralt asks who she is she will say it's not important and again seduce him saying she wants him inside of her and all that. Geralt can again start to fall for this if the player chooses.

At this moment Ciri comes in calling for Vince. She yells at Geralt for leaving her alone and going after the woman. Geralts says that he was worried about Phili. The woman asks if Geralt prefers Phili over her. Geralt responds that no, Phili is a daughter to him. The woman then goes away. Geralt and Ciri say they have to keep moving.

***Note: The woman was Whispess in her beauty for testing to see if Geralt and Ciri were lovers or if they had father daughter relationship.***

**Ciri, are u ok? Part 1**
Completely delirious, Ciri asks Geralt if he knows of any Ergot antidote. She then suddenly asks Geralt if he heard that noise. Geralt says they will just have to endure. Ciri doubts her ability to help Geralt in this state. Geralt says he can handle a fight but asks Ciri to stay out of the way. Ciri then asks if Geralt knows of any Ergot antidote. Geralt says that Ciri already asked that.

Ciri then just loses her mind and says

***Ciri:*** *"It's not like that... He really loves you...".*

Geralt asks what she is talking about. She then says

***Ciri:*** *"This talk about lack of feelings... Mutations... It's just an excuse... He's afraid to reveal himself..." and "And what other sorceresses think... I've already told you what I think about it...".*

Geralt is asking Ciri if she can hear him. Ciri asks if Geralt said anything. Ciri says

***Ciri:*** *"Something like a whisper... Feminine... That the guest is waiting... My blood..."*

***Ciri:*** *"Blood that can save or destroy the entire world..."*

Ciri's condition is deteriorating.

**Sexed-up Fiend**

Geralt and Ciri then walk to a Fiend and Succubus having sex.

If Geralt had previously talked to Fugas about Fiends, he knows that Fiends always try to intimidate others, this is deeply rooted in their culture and they ritually fight for position in the herd. Fiends will seek confrontation to demonstrate their strength. Fiends are not afraid of threats that have immediate consequences (such as "if you don't move away, I will kill you"), and it even encourages them to continue confrontation. What Fiends are afraid of are threats with delayed consequences ("my superiors will find out about it"). As creatures who usually serve - and base their social hierarchy on the immediate resolution of disputes by force - they treat people "with connections" with innate caution.

The Succubus is saying *"Yeah... That's right... Don't stop..."*. Geralt and Ciri both think they are imagining it but Fiend is actually talking. They quickly realize there is no way around the Fiend. When Geralt finally draws their attention, the Fiend will become furious, stand up and roar terrifyingly then stand in a ready fighting position and start baring his teeth at Geralt and growling.

Geralt tells the Fiend that he needs to get through to talk to the Crones. The Fiend says that this is interesting but he has been told to allow nobody through.

No exceptions. The succubus says that the Crones have no time for the likes of them and they are waiting for an important guest.

Geralt can reply that he is the important guest or that he doesn't have time for this. If Geralt says that he is the guest then the Fiends retorts that the Crones told him the guest wasn't human. Geralt tells the fiend to look into his eyes and tell him if he thinks Geralt is a human.

The succubus tells the Fiend to "taste" Geralt and that she will "taste" Ciri. Geralt says that they don't know who they are messing with and that he is Vince von Rais, a powerful sorcerer. He tells the succubus to keep her hands off of Ciri or that he will cut them off. The succubus says *"He's threatening me, baby..."*. The Fiend then threatens to kill Geralt and the succubus says that they have heard of no Vince von Rais.

Geralt then says that the Crones will be furious when they hear about how he was treated. The succubus tells the Fiend that Geralt is lying but the Fiend is worried about the possibility that he isn't. The Fiend then tests Geralt on if he knows the Crones names. If he gets it right then he and Ciri can pass. If he gets it wrong then there will be a fight and the Fiend and succubus will need to be killed.

**The Prophetess**

Geralt and Ciri then come across a large crowd where a Prophetess is preaching. The prophetess is chanting Ithilnne's prophecy to the crowd. Geralt tries to convince the crowd to let them through so that he can pay tribute to the gracious host, the Crones. Someone from the crowd comes out and says that he doesn't think Geralt is "Vince von Rais" and that they should take Pfili away from him and give her to the Crones. Geralt has to somehow convince them to not do that and let them through. He successfully does this.

***Note: Most of the dialog we have on this scene is the Ithlenne's prophecy chants and a few other bits and pieces. It is not clear how Geralt gets past this crowd.***

***However it should be noted that the prophetess is Brewess in beauty form and this is another test like the one from Whispess before.***

**Ciri, are u ok? Part 2**
After getting past the crowd, Geralt asks Ciri if she is doing all right. Ciri says that she is not doing well and feels cold. Geralt tells her to relax and it's just the Ergot. Ciri then accidentally triggers her Elder Blood powers and starts saying that the future will have ice, ice, ice everywhere. Geralt says that this is all a bad dream. Ciri says that it'll depend on her.

**Ciri runs away**
Geralt says the fog is getting thicker and he can't see anything. Ciri doesn't know what Geralt is talking about and that she can see clearly. Geralt assumes that it's his turn to hallucinate. Suddenly Ciri says she sees Vesemir, Eskel, and Lambert and runs after them yelling *"Hey!"*. Geralt says it's a trap and runs after her into the fog.

**Chasing Ciri in the fog**
Geralt chases Ciri in the fog yelling

***Geralt:*** *"Phili! Phili! Where are you?"*

**The Oracle**
Ciri runs into a lady blocking the way forward called the Oracle. The Oracle asks where Ciri came from. Ciri says she has to go back as Vince is looking for her. The Oracle asks her where she got her scar and who hurt her. Ciri says she came with Vince but can't remember the made up last name for Geralt. The Oracle says that's not what she asked, "little bird" and says that Vince will be here soon. Ciri then says that Leo Bonhart gave her the scar.

Geralt then arrives. Geralt tells Phili that they need to keep going now. The Oracle tells them to wait up as she enjoyed talking to Phili. Geralt says they need to meet the Crones but then relents if the questions are quick. Ciri says that her

head hurts from the fumes and itches from the inside. The Oracle asks how they will get through the fog as they will get lost. Geralt interprets this as a threat and he is right. The Oracle says that to let them pass they will have to answer a riddle. If they don't want to do the riddle then Geralt and Ciri will have to say a truth about themselves.

The riddle is : *Who is she: she lost her own child, she leads other children to death, she lived in wealth, now in poverty, she had maids and servants, now she serves the ladies of the forest?*

If Geralt answers correctly that she is talking about **Celina**, the Baron's wife, then he and Ciri can go. If he answers wrong or doesn't answer then he will have to tell the Oracle if his apprentice has been to other worlds. He can be truthful or not but the Oracle knows that he is lying. Ciri is asked if it's her first time here. She doesn't know.

They continue on.

***Note: The Oracle is Weavess in beauty form doing another one of the Crone's tests.***

**Evil Forest Whispers**
Geralt and Ciri hear voices from the forest. It asks Pfili who her father is. It says it knows Vince's scent as someone who has died and come back to life. It asks why Vince is bringing Pfili here and if he wants to sell her to the Crones. The voice says that Pfili's blood is delicious. Ciri tells Geralt to make it stop. The voice goads Vince to come on and cast a spell to make it stop. What kind of sorcerer is he? Ciri then goes crazy again and begs Geralt not to leave her. Geralt says that he is right with her. Geralt begs the voice for Pfili's safety. The voice says that they came uninvited and now they want to give orders? No way.

It is pretty clear at this point the Crones know who Geralt and Ciri are and are just messing with them.

**The Falling Convict**
Geralt and Ciri see a person fall from a cliff and die. Ciri says she can't deal with the hallucinations. Geralt says that it was not a hallucination. Ciri asks if the person killed themselves. Geralt says that someone helped them.

***Note: This is the ritual "suicide"***

**The Twisted Trial**
Geralt and Ciri come across a group led by a boy who is putting the Pellar on trial. Apparently the Pellar wronged a Necromancer (who is present) and faces death. If Geralt wants to save the Pellar then he has to somehow convince the court that the Pellar wronged him more than the Necromancer. Geralt has to make the right arguments or the Pellar will be executed. It is not known what arguments he has to make but his main point is that he demands the Pellars trial be suspended until Geralt pays homage to the coven's host and returns.

After the trial, Ciri expresses shock that the people at the Sabbath are rejoicing at this horror. Geralt replies that it is easy when the Crones give as much food and drink as the heart desires which is huge for Velen. Geralt and Ciri then debate whether the Crones know they are here via the Trees. They realize at this point that the Crones are onto them (To the player this was already relatively obvious).

**Ciri’s Choice**
Close to the top, Ciri tells Geralt that she is in no shape to fight. She tells Geralt to keep Imlerith and the Crones busy while she goes and picks the Fruit of all Evil. Geralt can agree or say that is a bad idea. If he says the latter, Ciri will respond that she is of no help to fight in this state. Geralt says that he is afraid of losing her. Ciri says that she is a big girl now and can handle it. Geralt admits that she is right as they won't stand a chance if Imlerith eats the fruit. Geralt says that everything will be ok and wishes Ciri luck

***Concept art depicting Ard Cerbin and the Sabbath***

**The Top of the Mountain**
At the top, Geralt recognizes the characters he has met before: Whispess is the Guide, Brewess is the Prophet (the one from Itilina's prophecy in the crowd), Weavess is the Oracle. In the back you can see Imlerith amused by the whole situation. There's an orgy going on all around.

The dialogue is as follows.

***Brewess:*** *You've finally reached the top, witcher... We were already worried.*

***Weavess:*** *We owe you an apology... We knew from the beginning that you were on a sabbath... We followed you... We played like a cat and mouse... And you didn't recognize us, did you? We've changed a bit...*

***Whispess:*** *Sorry we didn't say hello right away... But we'd like to know who your lovely companion is. She's been here before... She intrigued us.*

***Brewess:*** *You told us a lot about her... She also revealed a lot. We already know who she is. Why does she have such strange, sweet blood... The guest is already waiting for her.*

***Brewess:*** *Exactly, what happened to her? Why did you come alone?*

Geralt can respond by saying it's none of their business, he sent her away, or that they will see soon. Either way, the Crones will make some classic Crone remarks and say that Geralt is hiding something from them. They claim that while they are being nice, the guest (Imlerith) will not be.

Suddenly, Ard Cerbin dies as Avallac'h and Yen/Triss have succeeded in killing the Tree's heart. The Crones freak out and then teleport away. Geralt asks Imlerith if he is feeling entertained. Imlerith says no but the night is still young.

**The Imlerith Fight**
***Note: Unfortunately we have no data on the Imlerith fight for this quest. However we can infer a few things from the aftermath scene.***

- At some point there is a big choice for Geralt to eat the Fruit of Evil or not
    - If Geralt eats the fruit. This presumably activates a phase called "Geralt's fury", where he gets some big power boost to fight Imlerith, or something similar.
    - If Geralt declines to eat the fruit then Ciri will eat it to save Geralt. Ciri gets the same power boost as Geralt when she eats the fruit
- Geralt kills Imlerith

***Concept art depicting Imlerith***

**Aftermath and Wrapup**

Triss and Yen express relief that Ciri and Geralt are alive. Ciri asks Geralt if everything is ok and asks to bandage his wound where Imlerith cut him. If Geralt ate the fruit then he gets mad and tells Ciri to back off. Geralt quickly apologizes for getting mad. If Ciri ate the fruit then Geralt says that she shouldn't have eaten the fruit. Ciri responds that Geralt would be dead otherwise. This indicates that Imlerith had the upper hand at some point, forcing Ciri to eat the fruit.

Avallac’h says that the Fruit of Evil has spoken through Geralt/Ciri and it won't be the last time. Geralt asks how it went for Avallac'h and Triss/Yen. Avallac’h says that the underground was full of dead bodies. Ciri says at least they got through it sober and that she is not touching beer with or without ergot ever again. Geralt wants to leave but Avallac’h says there are things to discuss.

Geralt asks him what's next. Avallac’h says that one of the officers of the Wild Hunt has been eliminated but the other two still remain. He says that it would be good to start with Ge'els. Geralt says that they got to get going while the iron is hot. Avallac’h says not so fast.

He says that they cannot risk fighting the Hunt while the essence of the fruit circulates in Ciri's/Geralt's blood. Geralt asks if Avallac’h can prepare an antidote and he says no, only the Crones can. Avallac’h says they will find where the Crones went and force them to make them an antidote, not ask them. This is the sting for **q312_hate_fruit**. Avallac’h says he can track their magical signature to find them.

Geralt can then ask Avallac’h what will become of Velen now that the tree is dead. Avallac’h says that time will tell but things won't change overnight.

The quest ends and the group goes to Novigrad to start **q310_pregoebbels.**

# q310_pregoebbles - Dreaming of War

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Triss or Yennefer
- Avallac'h
- Roche
- Iorveth
- Dandelion
- Zoltan
- Dreamer
- Radovid
- De Jonkeer
- Rinde
- Bouncer
- Radovid's Men
- Witch Hunters
- Rat
- Dijkstra
- Cleaver
- Whoreson Junior(dependent)
- Francis Bedlam
- Isengrim

**Back to the City**
Upon arrival in Novigrad the group visits the hideout in Novigrad that was used in Act 2. Avallac'h declares that he was not mistaken, he senses witches in the city. Geralt/Ciri should take this task seriously because the effects of the Fruit of

Evil will influence their actions. Avallac'h says they should get inside the hideout quickly. A Temple Guard patrol may wander here at any time... And a company consisting of an elf, a sorceress, a girl with a sword and a witcher will surely attract their attention.

Triss/Yen say that Novigrad still smells of shit and that they don't miss it. They even have a welcoming committee in the form of an approaching one-eyed squirrel, Iorveth. The elf approaches the witcher and says that he expected them to look into the old hideout again. Geralt is happy to see his friend, perhaps his help will be needed. He wonders how he found them and Iorveth replies that the forests near Novigrad have eyes and pointed ears. He comments that the group has made it back from the Sabbath. Geralt questions if Iorveth ever doubted them.

Iorveth replies that of course he doubted it. The four of them rode against a general of the Wild Hunt and the Crones. That wasn't going to work. Geralt can reply that they had no choice or that it was easy and the worst is yet to come. Iorveth asks what Geralt means and Avallac'h says that they didn't defeat the Witches and they have fled to Novigrad.

Ciri asks if Iorveth has heard anything about disappearing children or has seen human ears nailed to trees. Iorveth replies no... but he'll let his people know so they can take a look around. If he hears anything, he will leave the information at his house. This is where **q312_hate_fruit** starts.

Triss states that the hideout upstairs in the store was never exposed and everyone is welcome to stay there. The witcher agrees to the proposal. If the witcher is accompanied by Yennefer, Iorveth states that previously, when staying in the city, they used the quarters near which they are currently located.

***Note: q310_pregoebbles in this version of the story was likely only written with dialogue assuming that Geralt ate the Fruit and is under its influence for the***

***entire quest. CDPR however had likely planned to account for the player completing q312_hate_fruit to remove the Fruit's influence or for the case where Ciri is under the influence of the Fruit. They likely never got around to writing the alternative dialogue as the story was changed before they got to it.***

**What's next, Avallac'h?**

Inside, everyone is discussing the plan of action - Avallac'h declares that the next general they need to deal with is Ge'els. Imlerith's death stripped the Wild Hunt riders of some of their supernatural powers. Avallac'h says the Hunt can be divided. They need to reach Ge'els, the weak link of the Hunt, their political officer who keeps the riders' psyche in check. Ge'els will be able to convince some of the Hunt to be disloyal to Eredin. Avallac'h suspects that Ge'els was never convinced of Eredin as king of the Aen Elle, but he was unable to overthrow him, so he tolerated him.

Geralt asks if Avallac'h knows how to lure him here. Avallac'h says no because they won't lure him at all but pay him a visit instead. Geralt asks Avallac'h if he is crazy or how exactly they will go about doing that. Avallac'h is super cryptic and is hesitant to say anything saying he is The Sage for a reason. Geralt tells him to cut the bullshit.

Avallac'h asks Geralt if he knows what the Spiral is. Geralt replies that it's a bridge between worlds. Avallac'h says that's an extreme over-simplification. When the time is right Avallac'h will open a door to the Spiral and through it they will reach Ge'els.

Geralt can ask again why they don't lure him and deal with him like Imlerith. Avallac'h says that it's impossible since Ge'els only moves with the main unit. Of course, they can lure him and all of Hunt here… But after Kaer Morhen, Geralt probably already knows that this is a bad idea. They must enter the Spiral. Whether Geralt likes it or not.

Geralt can also comment that it will be difficult to kill Ge’els on his own turf. Avallac’h says that they could pull it off but they won't kill him just yet. Geralt tells Avallac’h to stop talking in riddles and just explain what he's planning. Because Geralt is losing patience, Avallac’h says that Ge’els is more useful alive than dead. They will capture Ge’els and convince him to go against Eredin.

Geralt sarcastically says that that's a great idea and maybe they'll talk to Caranthir as well. Two birds with one stone. Avallac’h tells Geralt not to mock. He knows what he's saying. Ge'els is different from Caranthir, from all of them. He never considered Eredin a worthy successor to their king, Auberon… His loyalty can be questioned. Ge'els loved Auberon, he survived his death, the fact that it was never found out who was behind it… Because the investigators did not have access to a key witness. Ciri says it was Eredin. She saw it with her own eyes.

Geralt says that Ge’els won't believe them. Avallac’h says that he will just have to take Ciri's word for it. Geralt says that there is another way. In Novigrad lives a dreamer, Corine Tilley. She could have dreamed what Ciri saw and so they could use her to allow Ge'els to see through her eyes. Avallac’h says that the Aen Elle have great respect for dreamers, they trust their visions. They must find her.

Geralt says that this will be easy as Corinne hangs around Roche. He'll go to him and tell him they need her help. Iorveth says that this may be more difficult than they think. Corinne is nowhere to be seen, no one knows where to find her… And Roche, well… he's acting strange. He spends all day in the city library.

Geralt says that he thinks Iorveth means in a brothel. Iorveth says that there would be nothing strange about that… He knows what he's talking about. Roche is in the library. Geralt asks what he is doing there. Iorveth is not sure. Either catching up on his education or plotting something.

Geralt says that he needs to talk to Roche as soon as possible. Geralt and Ciri decide that they need to find Roche, who surely knows something about the kidnapping.

Yen/Triss comment that they will start calculating, together with Avallac'h, which they will be able to enter the Spiral. Hurry up. Time is running out.

**Vernon Roche: Bookworm**
On the way to the library, Geralt and Ciri wonder why Roche is in the library. They compare it to Dandelion being a celibate or Zoltan using cutlery. They wonder what happened to Corinne and surmise that a lot of people would want to kidnap her; including Radovid, the Big Five, Hemmelfart, etc. Ciri comments that she knows how it is.

Ciri and Geralt reach the library and find Roche. He's not bent over any book, he's just sitting by the window. It is slightly different - stress and nervousness are clearly palpable. During the conversation, the player has the impression that the former head of the Blue Stripes is starting to reach the end of his strength.

***Redkit screenshot of a work in progress model of the Library***

***Redkit screenshot of a painting depicting where the library was originally situated. In release, the bookshop is in its location.***

Geralt asks Roche if they can talk. Roche agrees as long as they speak quietly. Ciri wonders if someone is listening to them. Roche says no. He just doesn't want to get in trouble with the librarian. Geralt asks what Roche means by “get in trouble” with the librarian. He asks Roche if he is feeling well. Roche says that he is feeling perfectly fine thanks for asking.

Geralt asks what Roche is doing here. Roche says that he is broadening his horizons. Ciri comments that she doesn't see a book in front of him. Roche says that he has already read today. Geralt says that they want to see Corinne. Roche says that he would like to as well but someone kidnapped her.

Ciri asks for details. Roche says he returned home, the door had been kicked in, there was no sign of Corinne, and no trace of the kidnapper either. The neighbors didn't hear anything. Clean job. Geralt asks who Roche suspects and he says Radovid.

Geralt asks why Roche is here and not looking for her. Roche says he seeks solace in poetry. Geralt says he wants to help Roche and for him to be honest. Roche says that he looked for her but could not find anything.

Geralt asks why he suspects Radovid. Roches says he has a motive. He knows Corinne was spying on him. Geralt asks what Roche will do now. Roche says what every decent person who has been wronged does. He'll go to court. Geralt promises Roche that he and Ciri will find her.

Roche suspects that they are only helping him because Corinne is useful to them. Geralt can calm Roche down by saying they are friends or by telling him to not take his anger out on them.

Roche calms down and tells them to update him on any clues. He hands them Corinne's wanted poster. They recently appeared in the city. Maybe they can find out who's behind this.

In the dialogue, Roche places a leaflet in front of the witcher. The dialogue camera shows a paper with the image of the dream girl, accusations of desecrating the Temple of Eternal Fire, and a reward for anyone who has any information about her. The witcher takes the leaflet with him. He says let's get back to the rest. They have to tell them what happened.

**What’s next, Avallac’h? Part 2**
Geralt and Ciri return to the hideout. Avallac’h is busy helping Yen/Triss do math to calculate the Spiral entrance. Avallac’h asks if Geralt and Ciri found Corinne.

Geralt says that someone has kidnapped her. Avallac’h says that is not good. Geralt comments that they finally agree on something. Avallac'h says that he could contact her using magic… But he doesn't think that would do them any good at this stage. He asks if Vernon says who he suspected. Geralt says that Roche believes Radovid is behind it. Avallac’h asks if Geralt agrees. He can respond either way.

Geralt says that they also have a wanted poster for Corrine and he can track down who posted it. Iorveth comments that he is betting on someone from the Big Five since none of them are currently interested in the girl. The girl who did their dirty work for them, who knows a lot about them, disappears. They should bend over backwards to find her… And the city is silent. He knows because he asked about her. And nothing. This means that instead of working together, the Big Five bosses are sniffing around quietly, separately. That their alliance is falling apart, that they suspect each other of kidnapping Corinne… And probably rightly so. Geralt says that it is a hypothesis but worth checking out. Iorveth says that Dandelion's brothel was recently ransacked by Junior's men and that he should check it out for info on the Big Five's location. Ciri says that she will do it but Geralt says no since he doesn't want her getting tangled up with Whoreson again.

Avallac’h wants a plan of action. Geralt reluctantly says that he will check the trail with Radovid through de Jonckheer. He owes him a debt of gratitude, he should arrange a meeting with the king. He will also go track down the source of the wanted posters.

**Meeting De Jonckheer**
The witcher approaches the Redanian guard who is guarding the entrance to OJKM Oxenfurt-Tretogor. There is long and funny dialogue where Geralt needs to

convince him to get on board. He can either threaten the guard or make a bet with him that if went and told de Jonckheer right now that Geralt of Rivia was here to see him then he would know him. Either way Geralt gets on board.

Geralt tells De Jonckheer that he owes him a favor. However, De Jonckheer is hesitant to help Geralt. Geralt says that De Jonckheer owes him. Otherwise he will tell Radovid about De Jonckeers relationship with Countess von Oldenbarnevelt. Alternatively, he can just threaten to tear his guts out. De Jonckheer relents. He says that the king doesn't receive anyone but he has heard that someone very similar to him visits the Temple of Eternal Fire in the evenings. Geralt should tell the guards that he has come to confess his sins to Father Viro… Then he should go straight to the Chamber of Flames. Radovid will come to him.

***Note: It is unknown how Geralt gets this information if De Jonckheer was killed during q302_mafia.***

**Father Radovid**
The witcher goes to the guards guarding the passage to the Temple Island and does as De Jonkcheer ordered him. He states that he has come to confess his sins to Father Viro. Geralt then goes and talks to Radovid in the confession booth.

Geralt says that he has come to ask Father Viro (Radovid) something. Radovid asks what Geralt wants. Geralt can either get to the point or say that he is here to confess sins. In the latter case Radovid gets mad and tells Geralt to get to the point or he will be thrown in the dungeon and beaten with pliers. Geralt says he wants to talk about Corinne Tilly.

Radovid says he is all ears. Geralt says that she has been kidnapped and he needs to see her. Geralt can then ask Radovid where he is keeping her. Supposedly Radovid kidnapped her and knows where to look for her. Radovid tells Geralt to stop beating around the bush.

Hearing this, Geralt asks him directly if he kidnapped the Dreamer. He says that he doesn't have Corinne. But he's looking for her. And when he gets her, she'll regret getting in his way.

Geralt can either end the conversation or accuse Radovid of lying. In the first case, Radovid says that only he gets to end the confessional and then he excuses Geralt. In the second case he says, *"Advice for the future. Don't share your thoughts with me. Because I don't give a damn."*

Suddenly, the first aide-de-camp approaches Radovid, who is kneeling at the confessional, and calls the king. He tells the adjutant to wait for his turn. Radovid tells the witcher that this is the end of the audience and to never invite himself here again. He leaves the confessional to the waiting adjutant. The adjutant reports that the search has been unsuccessful. Radovid harshly reprimands the adjutant and orders him to immediately go to the head of the temple guard. From now on, he wants the search to be conducted not only by his people, but also by the guards of the temple of the Eternal Fire. The adjutant and the king leave.

**Rinde**

Geralt tracks down the location of where the wanted poster came from. There is some kind of gameplay portion for this. Once he arrives at the location, Geralt talks to a bouncer named Mulder. The bouncer asks Geralt what he wants. He can either tell the bouncer that he has info on the Dreamer or that he wants to ask the guy out on a date. The second option leads to a sequence of funny dialog. Either way the conversation ends with Geralt saying that he has info about Corinne. He can also threaten the bouncer here.

He is then brought in for an interview with Rinde, who is the man responsible for the posters looking for the Dreamer. Rinde is currently yelling at a boy who brought him info about Corinne for a reward. The boy gets beat by the bouncer. He asks Geralt if he has also come to him with info on Corrine. Geralt says yes.

Geralt declares to Rinde that this information is secret and intended only for his superiors. The man laughs in the Witcher's face. There are dozens like him here every day. Then he sends people to find this alleged dreamer, and they bring in the washerwomen, whores, and God knows who else. Geralt says that he will only talk to his superiors. The man declares that he will say goodbye then. If Geralt doesn't want to earn, he won't earn anything. Geralt says that he wants to know who Rinde works for. The Witcher declares that he is not going anywhere. Rinde says that Geralt is lying and that he better get out of here before he gets beaten like that boy. Geralt says that he is not just any boy. The man calls for Mulder the bouncer.

Rinde stays aside while the Witcher fights and kills the security guard. After the fight, Rinde tells Geralt that he recognizes him. He is the Witcher, Roche's asshole. Geralt asks him *"Tell me who you work for, motherfucker!"*. Rinde then bites into a Cyanide tablet and kills himself.

Geralt leans over Rinde's body and searches it. He finds curved daggers, orions, garrotes... You can't buy such equipment just anywhere. Well-equipped, loyal until the end... He wasn't just any killer. He preferred to die rather than betray his boss. Geralt says that he should talk to Roche about this.

**Consulting with Roche**

Geralt says he followed the trail of the wanted poster and found the guy who was looking for Corinne. But before he could tell him who he was working for, he bit into the poison capsule. He also found a rather unusual weapon on him... And he thought maybe Roche could associate it with something or someone. Roche says he once had a dagger like this between his ribs.

Geralt comments that he hasn't heard that story before. Roche says because it is not particularly interesting in itself. He wonders who stuck that dagger in him...

Geralt can then ask who Roche thinks Rinde was. Roche says that he was a Redanian Intelligence Agent. Roche realizes if Radovid is looking for her, he can't be behind her kidnapping… And if not him… Then who?

Geralt can then either say Roche is writing Radovid off too easily or that it was the Big Five. In the former case, Roche responds by asking what Geralt means by that. Geralt says that a weapon can easily change its owner… And it doesn't make you an agent. He says that Roche is too quick to remove Radovid from the list of suspects. Roche responds that these orions or the dagger could have been obtained by anyone. But not just anyone would poison themselves to protect their boss. He says to Geralt that it was the agent and to trust him.

Geralt then concludes that Corinne was abducted by someone in the Big Five. Roche asks how he came to that conclusion. Geralt mentions he learned that from Iorveth. The elf had claimed something strange was happening on the streets, the underworld bosses pretend they don't care about Corinne's disappearance… But they are quietly looking for her. Roche concludes that the Big Five no longer trust each other. He also quickly realizes that he cannot save Corinne himself since the Big Five are watching him.

Geralt must consult Avallac'h first. Roche asks Geralt to notify him when they have a specific lead. He would gladly kill the son of a bitch who raised a hand against her.

**At Dandelion's Brothel**

Geralt finds himself back at Dandelion's brothel and suddenly Zoltan jumps out and attacks him, thinking Geralt is an intruder. Geralt says it's just him and Zoltan apologizes saying that his black eye makes it hard to see. Geralt asks what happened here and Zoltan tells him to come inside.

The Brothel is a mess and has been ransacked by Junior and his men. Dandelion says that ever since Ciri castrated Whoreson he hasn't been back until today. He

came in today and demanded a protection fee. Zoltan replied that someone who had to carry their balls in a pouch obviously couldn't defend themselves, let alone others. Geralt guesses that Whoreson didn't take too kindly to that. Dandelion says that Whoreson replied that in that case he would also carry Zoltan's eggs in his follicle… And so it began. Whoreson then took all the cash in the establishment. Whoreson said to get used to his visits since soon he will be the one dealing the cards in the city.

The friends talk for a while about the situation in the city and Radovid's occupation of the Temple Island, and then Geralt states that he is going to the Passiflora. The Dreamer has been kidnapped and he is looking for information about her. Dandelion announces that the Big Five have certainly taken over the entire Passilora and the Witcher will not go inside. And even if he manages to break in, none of them will willingly tell him anything. Zoltan says that only a mouse could sneak in.

Geralt states that in that case he must consult the sorceress and Avallac'h - perhaps they will suggest something.

**What now, Avallac’h?**
Geralt comes back to the hideout saying that he knows that the Big Five have Corinne. He says that he needs to go to the Passiflora but everything has been shutdown there. According to Zoltan only a mouse could sneak in. Avallac’h says that is good news and Geralt is confused. Avallac’h gives the Witcher a bag of grain. He tells Geralt to feed the rats with one handful and make a brew with the other and drink it. This will allow Geralt to take control of the rat's mind for a short period of time while meditating. He will see and hear what a rat sees. Avallac’h says this is a test of faith or something so that Geralt can learn to trust him. Geralt begrudgingly agrees to do what Avallac’h suggested.

**The Big Five Meeting**
This is the rat replacer part of the quest where the player controls a rat. Geralt,

controlling the rat, sneaks into the meeting of the Big Five. There is a bunch of funny dialogue about random guards seeing the rat and Geralt has to avoid getting it killed. He eventually arrives at the Big Five meeting. Dijkstra starts by saying "Gentlemen… And ladies…" to make fun of Junior. Cleaver and Whoreson try to convince the others to ally with Emhyr. Isengrim allows this possibility, but Novigrad is to remain a free city. He can talk to Emhyr, but he will give him as little as possible. Initially, Dijkstra objects peacefully and tries to explain that it is a bad idea, but in the face of resistance from the others, he raises his voice. There are quarrels and open conflict between the Big Five mafiosi. The King of Beggars remains taciturn throughout the entire meeting. It is also suggested that Cleaver intends to sell the participants of the "Snitch" operation to the temple guard (A reference to **q307_heist**). Finally, there is information that after Radovid entered the city, his spies intensified their efforts. You can come across them everywhere - apparently everyone is looking for the Dreamer. At some point during this meeting Whoreson notices the rat and gets Serenity to kill it, ending the eavesdrop.

**What now, Avallac'h? Part 2**
After Geralt gets back to the hideout he recaps everything they know so far. He says that he has concluded that the Redanians are looking for Corinne, confirming that the Big Five have her. Ciri admits that Iorveth was right.

From there, Avallac'h concocts a plan. Triss/Yen will invite the Big Five to a meeting. Triss will pretend she is giving a message from the Koviri nobles while Yen would say that she has a message from Emhyr. Geralt and Ciri won't attend the meeting but will be in hiding observing everything. Ahead of time, Avallac'h will contact Corinne by magic and convince her to tell her captors that she had a dream of the future where a bomb explodes at a meeting of the Big Five called by the sorceress. As a result, the member of Big Five that has Corrine won't show up and then Geralt and Ciri can go to their hideout and get Corinne back. Triss/Yen are a bit unhappy that they are the bait in this plan.

Geralt doubts the plan saying that the member who has Corinne can just tell the others about the bomb. Avallac'h basically calls Geralt stupid and says, *"Are you kidding? First, he would have to admit to kidnapping the dream girl behind their backs. Secondly, such an attack is a godsend for him. All the competition disappears in one fell swoop and his hands are clean..."*

Avallac'h then magically contacts the Dreamer. She is in a panic and wants to know who Avallac'h is. However Avallac'h reassures her that they will free her and instructs her on what to tell her captors. The plan can then begin that night.

**Dijkstra's Barge**

The meetup happens at Dijkstra's barge moored at the harbor. Ciri suggests that Geralt and her go to the Golden Sturgeon balcony for a better view of the area. Geralt will have to use his Witcher Sense to eavesdrop on the conversation.

Dijkstra is the first to arrive. He greets Yen as Yennefer of Nilfgaard and greets Triss as a broker for the Kovir nouveau riche. Yen says that she doesn't change names depending on where the wind is blowing from. Not like some people. During their conversation, the newly arrived Cleaver joins the dialogue and greets the newcomers. Isengrim then shortly joins afterward.

Geralt and Ciri are alarmed that two members didn't show up, throwing a wrench in their plans. Just then suddenly, Iorveth shows up. Geralt and Ciri ask what he is doing here and he says that he is here to help. Geralt and Ciri update him on the situation.

Just before the other members and Yen/Triss board the barge, Whoreson shows up along with Zyzol who says that he is here on behalf of the King of Beggar who has family matters and can't make it. Geralt and Ciri then realize that the King of Beggars is behind the kidnapping and quickly make plans to get to his hideout. Iorveth stops them saying that he recently found out where he and his family

live. Geralt and Ciri ask Iorveth if he is coming with them. He says no and that he will stay and watch over things here and let them know if something goes wrong.

**Interrogating the King of Beggars**
Geralt and Ciri show up at the King of Beggars residence. Geralt opens with the line *"Tell me what you did with Corinne, or I'll throw your wife out the window. And then the baby, along with the cradle."* KoB says he doesn't know what Geralt wants. But that's between Geralt and him. Leave the family alone. Geralt continues to threaten the KoB and his wife screams to leave him alone (The scene is quite disturbing). KoB tells Geralt to relax and he'll tell him everything. He says that Corrine is in the basement of the Kingfisher and that Oliver is guarding her. Geralt advises him to pack. When Roche finds out that he kidnapped Corinne, he will cut him into pieces. He also reveals that he has learned that Corinne is a Nilfgaardian spy.

Geralt asks why the KoB kidnapped Corrine. He says that he did it as he needed a bargaining chip as Radovid was taking over the city. He bargained with Radovid for specific benefits when he took over the city. Radovid did not give him tangible evidence that this would happen, so the King of Beggars kept the information that he had the Dreamer a secret. Meanwhile, the Redanians were looking for her.

Geralt asks why he didn't tell the rest of the Big Five. The KoB replies that they haven't been on good terms with each other. The Beggar King also reveals more about the hidden preferences of each member of the Big Five. He says that for Isengrim, business is the most important thing. He will side with whoever wins, regardless of which side he is on. Geralt also learns from him that Dijkstra is behind selling the hideouts of the temple guard underworld.

Lastly, the KoB says the paper Corrine gave the Nilfgaardians are under the cradle and tells Geralt to take them and leave him alone.

**Going to the Kingfisher**
Geralt tells Ciri that he'll go to the Kingfisher while she can go and get Roche. Ciri protests but Geralt convinces her to do as he says. The security guards don't even think about giving Geralt the Dreamer. They attack Geralt and he kills them.

**Talking to Oliver**
Oliver tells Geralt to take his money. Geralt replies that he doesn't want money and wants to know where the Dreamer is. Oliver pretends to not know what he is talking about but relents after Geralt tells him that the KoB told him that Corinne is here.

**Free the Dreamer**
Geralt goes down the stairs to the basement. The Dreamer sits in a dark room, dirty and tired. She does not look well and complains that her leg hurts terribly. Geralt replies, *"Relax. It is not proper for Nilfgaardian spies to scribble over any broken thing."* She then begs Geralt not to tell Roche. Geralt can either agree to keep her secret or not.

**Iorveth's Bomb**
Geralt notes that something is happening upstairs and tells the Dreamer not to move. She says that she can't move anyway.

Suddenly Roche and Ciri come down to the basement bringing a Scoia'tael commando with them. Ciri says that Geralt is lucky they got here since the commando was supposedly going to lay a trap or something. The commando swears that he wasn't planning anything like that.

He says that Iorveth sent him to say that there is going to be an attack at the port. He says that a boat loaded with explosives is about to hit Dijkstra's barge. Geralt asks how Iorveth could know about that. The commando admits that it's because Iorveth planned it.

Geralt is mad and says that someone close to him is aboard the barge. The commando says he knows and that's why Iorveth went in to get Triss/Yen out. He said that if he didn't come out after ten minutes, something must have happened… And that the command should find Geralt quick.

Geralt can question why Iorveth is doing this. The commando replies, "*We just want to keep the nonhumans safe. And the Big Five, including Isengrim, don't give a damn about all of us. Iorveth said this was our only chance to get rid of the Big Five… and take over the underworld.*" Roche is mad now too.

Geralt says that they have no time to lose. He tells Ciri to take Corrine back to Avallac'h and then he and Roche rush to the port.

**Rushing to the Port**

On the way to the port, Roche suggests that Geralt goes to the Canal so that he can stop the boat laden with explosives. Geralt can either agree to this plan or say that they will instead rush to the barge to save only Yen/Triss and let the Big Five get killed. Roche will ask why Geralt wants to kill the Big Five. Geralt replies, *"Because Iorveth is right. They are vile, treacherous scumbags and this city will be a better place without them.*" Roche relents but insists that he will be the one to save Yen/Triss since the Big Five would let him on board easily and not Geralt. He says, "*If I don't come back… Tell Corine she's the best thing that ever happened to me. And that I love her almost as much as Temeria.*"

**Path A: Kill the Big Five**

If Geralt decides to kill the Big Five, Roche will force his way aboard Dijkstra's barge. Roche is then seen dragging Yen/Triss off the barge while the sorceress is screaming about what the fuck is going on. It's not clear what happened on board the barge but Yen/Triss, Roche, and Iorveth all manage to escape and the barge blows up with the Big Five on board.

Geralt meets the sorceress and Roche, standing by the remains of the boat. Geralt explains to the sorceress what danger she was in. He tells her the truth, so the sorceress is furious with Iorveth. Yen/Triss yell at Iorveth. Yen/Triss are also mad at Geralt for not stopping the plan and says that they could've died. They will have a "talk" at the hideout.

**Path B: Save the Big Five**
Geralt reaches the boat with explosives at the canal. He stops it and then he must investigate the site. Geralt examines the boat. Geralt examines the barrels of chemicals. Geralt examines the boat. It states that it has been prepared to move quickly through hard-to-reach, narrow channels. Geralt states that the smell around the substance indicates that it is corrosive. The Witcher summarizes the examination of the boat and assesses what could have happened if he had not prevented the attack. The boat is loaded to the brim with chemicals... If it hit Dijkstra's barge, half the marina would be blown away. Geralt then returns to the barge.

At the barge, Roche is talking to the Big Five trying to tell them that they were in danger but they remain skeptical. He directs their attention to Geralt as soon as he arrives. Dijkstra asks Geralt if it's true that someone was planning an attack. Geralt can either deny it or say that the KoB was planning it. They remain skeptical to either response but Geralt insists that they can go examine the boat laden with explosives themselves. Eventually Geralt convinces them and the Big Five leave the port thanking Geralt for saving them.

**Reveal the Truth to Roche**
Roche is about to leave as well, but Geralt stops him. Roche asks what's going on. At this point, Geralt can choose whether or not to tell Roche that Corinne is a Nilfgaardian spy. If he decides to tell him then there is one last chance to back out by saying that she was just cheating on him (Roche appears to be fine with this, indicating that they may have an open relationship). If Geralt goes through

with the reveal then Roche will obviously be in shock and not believe Geralt. Geralt can then hand him the paper he got from the KoB. Roche then says they will talk more at the hideout.

The story then continues in **q311_goebbels**. The drama between Roche and Corrine also continues in **q311_goebbels**.

# q312_hate_fruit - The Fruit of Evil

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Triss or Yennefer
- Avallac'h
- Marabella
- Boy fugitive
- Elf
- Innkeeper
- Bandits
- Lucynka
- Boy
- Lucynka's Mom
- Lucynka's Dad
- The Crones

This quest is a prerequisite to start **q311_goebbles**. It can be completed at any point after the start of **q310_pregoebbles**.

**Hook**
As mentioned in **q310_pregoebbles**, Iorveth informs Geralt that if he learns anything about the Crones he'll leave the information at his house. Geralt must go to the house to start the quest

**Iorveth's House**
Upon arriving at Iorveth's house, Geralt sees a woman there along with a young boy that is singing. Geralt asks the woman who she is. She replies that she is Marabella and she runs a children's orphanage. Geralt recalls that Dandelion had

mentioned her in his journal. She replies that she came at Iorveth's request. She asks Geralt if he is interested in whether children have started going missing in Novigrad. They started a few days ago. Several of her children have already disappeared. Only one was found, which she brought here.

Geralt can ask if he can talk to the boy. Marabella insists he just listen. The boy came back a few days ago, dirty, exhausted… And with his ear cut off… Geralt replies that he knows who did this. The boy doesn't seem to hear or see anything. He just sits, rocks and sings. Geralt asks Marabella if she taught him this nursery rhyme. She says no and eventually relents, allowing Geralt to talk to him.

Geralt tries talking to the child and he replies with the following rhyme.

*"Ele mele dudki… The farmer is tiny… The housewife is even smaller… But she's more hardworking…The farmer has four screws and five hammers, six saws, seven hammers…Seven kittens, one for each… Now you go to sleep, buddy!"*

Marabella tells Geralt to leave him alone and says that he will just keep repeating the rhyme. Geralt thinks this song holds the key to the mystery. He's trying to say what happened.

Geralt and Marabella then try to decipher the riddle. After going over a few lines Geralt settles on the line "Seven kittens…" He notes that the boy started screaming at this part. Cats are especially sensitive to magic.

Marabella suddenly realizes that the boy is talking about the Seven Cats Inn near Novigrad. Geralt says that he will go there. Marabella thanks Geralt for his help and that few people care about the fate of the homeless boys. Geralt's reply to this will depend on if he has eaten the Fruit or not. If he has not then he will reply that there was a time when many street boys ended up in Kaer Morhen and that he is happy to help. If he has then he will yell at Marabella for lecturing him, saying that she'd come up with something herself instead of being smart. Marabella apologizes.

This is the first example of the effects of the fruit.

**A Fine Establishment**
Upon arriving at the Inn Geralt observes the innkeep giving out free food to children. He can try to interrogate him but he won't get anywhere yet so he settles for talking to an elf who is sitting there drinking

Geralt can talk to an elf at the inn. He asks him if he comes here often. The elf tells Geralt to fuck off and that he doesn't talk to Dhoine. If Geralt is on the Fruit then he will threaten the elf if he doesn't talk. If he is not on the fruit Geralt will challenge the elf to a drinking game. The elf will be friendly with Geralt if he does the drinking game and wins or loses.

He can then ask the elf about the inn. He says that the Inn is terrible. The innkeeper poured beer that was worse than sourdough water, and he ordered them to pay for wine from Toussaint. Geralt asks the elf why he comes here then. The elf replies that it's because here they treat everyone equally badly, both humans and elves. Everyone had the same piss in a mug. It's always some kind of equality, right?

Geralt is confused however, commenting that the drinks are decent now. The elf says everything changed a few days ago. The innkeeper returned from some trip - and immediately lowered the prices, changed the menu and stopped diluting the drinks. Geralt comments that that is suspicious. The elf replies that that's nothing! When homeless people asked him for food, he tanned their skin with a stick. And now he hands out rations on his own when the place closes. Especially for children...

Geralt says that he has heard enough and either thanks the elf or just leaves.

**Geralt Unchained**
Geralt tells the Innkeep that he has heard that a lot has changed here recently. The Innkeep asks what Geralt is doing here and Geralt replies that he is just

looking around. Geralt comments that he recently returned from a trip. He can also comment that he saw him feeding children and that the food here is delicious now.

The innkeeper says he's not doing anything wrong. He has no intention of answering Geralt's questions. He makes it clear that he has work to do. He intends to leave the dialogue. In a moment, the player will choose to either threaten the innkeep or be reasonable to make him talk.

If reasonable, Geralt responds that the elves nearby will kill him for his recent wealth. If threatening, Geralt can threaten to burn the inn to the ground.

The innkeep lies and says that he was visiting his grandmother. Geralt replies that when he came back he suddenly lowered his prices and stopped being a dick? The innkeep replies that his grandmother helped him financially. Geralt retorts that maybe it was because of three particular women that cut children's ears off instead of frying pancakes.

The innkeep gets defensive and asks if there is anything wrong with that. Geralt replies that on the contrary. This is a noble initiative. And he guesses someone's helping him, because he said the kids would eat somewhere else tomorrow. And the kitchen is covered in cobwebs. So where does he get this food from, hmm? Does it cook itself?

Geralt tells the innkeep that he's hiding something. The innkeep asks him how he came to that conclusion and what he's getting at. Geralt says he's getting at the fact that it is better for the innkeep to talk to him rather than the Squirrels.

After some more yelling, Geralt gets the innkeep to talk. We learn that the sleeping children are being taken to a cave located in a range of hills to the east of Novigrad. The innkeeper's henchmen hand over the children, leave them tied up in the cave and leave. The innkeeper tells us the location of the cave. In exchange, the Crones gave the innkeep unlimited food and drink.

Geralt asks the innkeep if he knows what they do with these children? How can he look in the mirror? The innkeep says that he doesn't look in the mirror, but at his purse, which is swelling day by day. Geralt replies:

***Geralt:*** *"The golden times are over. I'm giving you one day to get out of Novigrad. If you're still here tomorrow, I'll personally tear your guts out."*

The innkeep then tries to bribe Geralt to not do that. He can either take the bribe or call the innkeep trash and says that he has to get out.

Geralt heads to a cave northeast of the city beyond the floodplains.

**Trail of Treats No More**

In the cave, Geralt encounters some bandits, who are presumably working for the Crones, and some tied up kids. The kids are screaming for help. There is at least a girl and a boy there.

After killing the bandits, Geralt unties and talks to the boy and girl. The girl thanks Geralt and says that the bandits were rude to her. Geralt asks them where they came from. The boy says he was at the Seven Cats inn when he got a headache and fell asleep. Then he woke up in the cave.

Now the girl tells her story. The girl lives with her family in a lonely cottage located near the northern part of the floodplains. She was kidnapped by the bandits Geralt had just killed in the cave. Geralt asks the girl if anything unusual has happened in recent days. The girl tells us that her house was visited by an old lady. She doesn't describe it in detail but Geralt should guess it was one of the Crones based on previous experiences with them. Then the bad bandits took her away.

Geralt asks the girl if she has ever been to the Seven Cats Inn. She says no and asks what this place is and that it sounds nice. Geralt says that appearances are deceptive.

Geralt then asks the girl where the bandits took her from. She replies that they took her from own home from her mom and dad. Geralt asks her where they live. She replies that they live in a cottage in the forest. If Geralt is on the fruit he will say that he is losing his patience and that since the girl is too stupid to explain to him where she is then she will have to lead him there. If he is not on the fruit then he will ask nicely.

Geralt then asks if she will lead him to her home. She replies that her parents told her to not talk to strangers. Geralt says he is not a stranger since he saved her from the bad men. The girl replies that her parents actually let the old lady in so they'll let Geralt in too.

Geralt can then ask about the old lady. The girl replies that she was ugly and had a staff with ears. Geralt asks what the old lady wanted from her parents. The girl says that she doesn't know. Geralt says it's time to go.

The boy says what about himself. If Geralt is on the fruit then he will say that he does not care. He freed him, now he can fend for himself. If he is not on the fruit, Geralt tells him to return to Novigrad. He has cleared the path of monsters, so he has nothing to fear. He also tells him to stay away from the Seven Cats Inn and to tell his friends that.

**Where is the Girl's House?**
On the way to the girl's house the girl will ask Geralt what he likes to play.

If he is not on the fruit, Geralt says that he doesn't really have fun anymore. The girl asks what he liked to play when he was little. Geralt says the Trial of the Grasses. The girl asks what fun is that. Geralt replies that she doesn't want to know.

If he is on the fruit then he will tell the girl to not talk so much or she will attract monsters. The girl asks him if he has always been so rude. Geralt replies that he was not always rude. He just ate something that he shouldn't have. The girl

replies that he probably ate too much sweets. Her parents always say that if she eats too many sweets, she will regret it. Geralt replies that If she doesn't stop chattering, she'll be sorry too.

**Poor Parenting**
Upon arrival, the girl will call out to her mom and dad and they reunite. The father thanks Geralt for saving the girl.

Geralt can also ask if they know about the bandits. The girl interjects and describes the bandits. The father says they're probably bandits who have been living in these forests for years. They never harassed their family who provided them with minor services. The father comments that something extraordinary must have happened for the bandits to kidnap their daughter - what would be the benefit to them?

Geralt asks about the details of the witch's visit that the girl mentioned in conversation in the cave. The girl's mother answers the question with a question: why is Geralt looking for witches?

Geralt can reply in three ways. That he wants to repay the Crones for helping him, he wants the Crones to heal his illness, or that he wants to kill them. For the second option he will have to make up a disease like he's anemic, has cat eyes, or has an itchy groin. The third option gets the parents super defensive.

We learn from the mother that the village has made a deal with "three extremely helpful women". Apparently, the witches selflessly help the residents. The woman lists a number of benefits for the village. So far the witches haven't asked for anything in return, although they have warned that they may ask for small favors in the future. The witches demanded that the villagers not talk to strangers about witches. The witches made the monsters roaming the nearby forests and swamps disappear overnight. The village woman assumes that the

witches killed the monsters. In fact, the monsters moved near the witches' headquarters, tempted by easy food (kidnapped people: alive or dead) and magic.

The local bandits stopped harassing the village. We can guess that it was Weavess who reached an agreement with the bandits and partly began to control their behavior. The woman states that the three witches have done more good for this village in such a short time than the Redanians or Novigrad have done in years.

It is assumed that for the first two options the couple will give Geralt the Crones' location. The third option will make getting the location trickier.

If he is not on the fruit, the girl will help convince the parents that the Crones are evil and need to be dealt with. If Geralt is on the fruit then he will have to threaten the family. Either way he gets the location and heads to the Crones.

**Whispers from Whispess**
Geralt heads into the swamps. On the way Geralt will encounter some more bandits working for the Crones.

As he approaches, Geralt will hear Whispess speak about the White-haired one missing them and overall trying to get in his head.

**Treehouse**
Geralt arrives at the Crones' new home, a tree gingerbread house. It is not clear if the fight takes place inside or outside the home.

***The Treehouse as located on the final game's map***

**Concept art depicting the Crones' new home in swamps near Novigrad**

Brewess doesn't trust the witcher. Not at all. If he wants to benefit from her help, he must put down his weapons. This exchange clearly shows that the witches are no longer as powerful as they were in No Man's Land.

- Some dialogue also seems to indicate that Ciri was present during this sequence. Brewess tries to get Ciri to come in alone and unarmed.

The Witcher clearly sees that the witches have lost much of their power. They are afraid of Geralt - he can defeat them in battle. Geralt does not intend to take risks

and put himself at the mercy of the witches. There is only one option left - to kill the witches.

Geralt can then either say that he is here to kill them or to get the antidote to the Fruit of Evil. In the case of the former, the Crones will know that he is lying.

Geralt then says that he came for the antidote. The Crones laugh and say that Geralt is wasting the fruit's power and that he should use it. They then say that if Geralt is stupid then then it is possible to reverse the effect. The Crones will just need to drink his blood.

Geralt realizes that this is a trick by the Crones to kill him and to gain the fruit's power. The Crones then tell him to run away but Geralt says that he is staying. The fight with the Crones then begins.

Unfortunately, there are no details on the fight. However, Geralt should be able to take on the weakened Crones no problem.

Geralt can then search the hut and find Brewess' notes for the antidote. He will need to collect some ingredients if he doesn't have them but it's not anything too crazy.

**Antidote**

Geralt returns to Avallac'h, Ciri, and Yen/Triss back at the Novigrad hideout. He says that he killed the Crones. Avallac'h asks if they told him how to neutralize the effect of the Fruit. Geralt replies no but he did find the recipe at their hideout and has all the ingredients. Yen/Triss says that they will prepare it. Geralt asks Yen/Triss if they are sure that they can prepare it since it's the Crones' magic. Triss/Yen replies that they can and that the Crones' magic is super primitive and Avallac'h is there to help anyway. They tell Geralt to return in a few hours.

**Detox**

Once the Antidote is ready it is time to detox. The antidote is then administered

to Geralt or Ciri depending on who ate the fruit. There is some dialogue with Geralt asking Ciri if she is feeling ok and vice versa. Avallac'h says that the symptoms have cleared and everything is good now.

If **q310_pregoebbels** has been completed then **q311_goebbels can begin**. If **q310_pregoebbels** has not been completed then the player will need to finish it to proceed to **q311_goebbels**.

# q311_goebbles - Noble Betrayal

**Author: Glassfish**
**Character List:**

- Geralt
- Avallac’h
- Redanian Captain
- Redanian Soldier
- Redanian Smith
- Redanian Camp Cook
- Jontek
- Rico
- Radovid
- De Jonkheer
- Night City Junkie
- Ge’els
- Female Aen Elle Elf
- Triss or Yennefer
- Ciri
- Corinne Tilly(dependent)
- Roche(dependent)

**A Lover’s Spat(dependent)**
This scene only occurs if Geralt told Roche that Corinne was a Nilfgaardian spy. Roche is yelling at Corinne and is very upset with her. Corinne keeps trying to get Roche to understand but it's hopeless. Roche basically dumps her. Geralt asks Roche what he will be doing next. Roche implies that he is either going to go jump off a bridge or go hook up with someone. When Geralt asks him for a serious answer he says that he doesn't know and says that he will see Geralt in the afterlife (He does not actually kill himself later).

**Through Time and Space**

Avallac'h will first verify that **q312_hate_fruit** has been completed as encountering Ge'els while being influenced by the fruit is dangerous as he can easily manipulate Geralt or Ciri. Next, the planning for the trip to the Spiral begins. Geralt says that there is no time to waste and requests that Avallac'h open the portal now. Avallac'h laughs at Geralt and says that he has much to learn. Avallac'h then goes into a long monologue about Time and Space,

*"People believe... With their typical and unsupported arrogance... that what they see around them is the whole world. They think that it is the center of everything and that the stars are just specks of gold pinned to the stationary dome of their sky. As is usually the case, people are wrong, deeply wrong... There are an infinite number of worlds. And the thickets of reality they create have no center. Individual worlds are divided by both space and time. Some of them can be seen in the night sky, others are located further away, where our eyesight cannot reach, or even in other spaces and dimensions... Sometimes, however, these distant worlds are arranged in such a way that passages and corridors are created between them. Shortcuts that allow you to move between realities. Someone who knows the movements of the stars, who feels the flow of magic, is able to find these corridors. Find the door that leads to them. However, all it takes is one false move, a small mistake... And you can be transported into nothingness, into icy blackness. Into the same ghostly cold that pours through the cracks between spheres and sometimes swallows entire worlds. Traveling on the Spiral is deadly dangerous. Unless you have Elder Blood running through your veins, like Cirilla's. She can go wherever she wants, whenever she wants. She is the Lady of Worlds and Time. "*

Geralt asks if their calculations on where they can enter the Spiral are finished. Avallac'h says that they are finished and that the door is located in a nearby village. Yen/Triss chime in that the bad news is that there is currently a Redanian

Army camp there. Geralt asks Avallac’h how long the portal will remain open for. Avallac’h says it's hard to say, the portal could be open for an unknown amount of time and they need to hurry. Ciri says that she can't come along since the Wild Hunt will detect her travelling between worlds. Yen/Triss also say that they won't be coming. Geralt can ask why and they will reply that they need to stay and heal the Dreamer since she will need to be healthy for when Ge’els gets here.

Just before leaving, Geralt tells Ciri to promise him to run away and never look back if Geralt fails to return from the Spiral. It's a very touching scene. Geralt can also ask if the Wild Hunt travels like this. Avallac’h says that the Hunt can travel similar to Ciri's abilities as the result of multi-generational experiments. But they aren't nearly as powerful as Ciri. The Hunt takes shortcuts, and Geralt is left with a detour.

**Redanian Ruse**

Upon arriving near the Redanian camp at the village of Wilkowyjce, Geralt and Avallac'h formulate their plan to get into the camp. Geralt asks Avallac’h if he has a plan and Avallac'h says no. He is known as The Knower, not The Schemer. Geralt says that they should pose as Witch Hunters. Avallac’h explains to him how that idea is incredibly stupid since neither of them look like Witch Hunters. Geralt says that they will instead show up and promise to get rid of their "Nekker" problem. Avallac’h says that they will never buy it. Geralt says that Avallac’h doesn't know Redanian soldiers like he does.

Geralt and Avallac'h show up at the camp and the guard at the gate halts them as expected. Geralt says that they are here to solve the Nekker problem. The guard says that there are no Nekkers here. Geralt can either tell him that they haven't surfaced yet or that they only surface at night. The guard seems convinced, however his partner reminds him that they have been instructed to let no one in by the corporal. The guard says then they should bring the corporal to decide.

**The Corporal**

Geralt greets the Corporal and says that he has a contract to kill some Nekkers for them. The Corporal doubts Geralt, saying that he has orders to let no one in. Geralt replies that he also has orders to not lose people foolishly. Better get help from a professional. The corporal asks if Geralt knows any magic. Geralt can say that he has an excellent knowledge of magic or that he only knows a bit of magic. Either way he asks Geralt to help him determine the fate of a man accused of witchcraft and then he can take care of the Nekkers. However, he says that Avallac'h must wait outside. Geralt can convince him to let Avallac'h in by saying that he will be bait for the Nekkers or that he is a former mage that adopted the Eternal Fire. Avallac'h comments that people are even stupider than he thought.

**Rico**

It turns out the prisoner is Rico who has been accused of using Witchcraft to cheat at dice. Rico begs Geralt for help and Geralt can choose whether to say Rico is a mage or not. If Geralt says that Rico is not a mage then he is taken to be whipped and have his fingers broken. If Geralt accuses him of being a mage, then he will accuse Geralt of being the mastermind of the heist on the Eternal Fire. The Redanians don't believe him and he is taken away to be executed. Either way, Avallac'h comments on humans being barbarians. Geralt replies by saying the elves are no better and that the Scoia'tael are even more brutal than humans. Avallac'h says that he is not responsible for Aen Seidhe.

The focus on the conversation moves back to the Spiral. Avallac'h says that he senses it in the warehouse but senses things blocking the magical intersections running through the camp. Geralt must use his medallion to find these blockages and remove them.

**The Cats**

Geralt's medallion will first lead him toward a group of cats. Cats are known to

block magic so chasing them away will solve this first blockage. Geralt comments on this.

**The Smith**

Geralt then finds a smith making dimeritium shackles and identifies them as a blockage to the magical intersection. Geralt can talk to the smith and asks him what he is making. The smith says that Geralt is blind and he is obviously making shackles. He is very nervous as dimeritium is very brittle. Geralt can ask why the Redanians need dimeritium shackles (The answer should be relatively obvious based on previous events). Geralt can tell the soldier to get rid of the dimeritium or that the commander has issued orders for the smith to stop making shackles. However, the smith will get angry and ignore either of these answers. The third option allows Geralt to explain to the smith that he is forging dimertium incorrectly and that a higher temperature firebox is required. He agrees with Geralt and realizes that he has been doing it wrong the whole time. As a result, he stops and removes the shackles. Another blockage of magic has been removed.

**The Herbalist**

Geralt can identify the last source of magic blockage from the smell of some magical herbs like wormwood, crayfish, black henbane, and nightshade. Geralt can ask a camp herbalist named Jontek tending to the herbs why he needs them. He says that he needs them to make vodka for the soldiers. Geralt can further press the man saying that these herbs are hallucinogenic. The herbalist replies that it helps the soldiers fall asleep better. Geralt further adds that in large quantities they are poisonous. The man will then feign ignorance. Geralt can then accuse him of lying or just demand he throw the herbs away. If Geralt accuses the man of lying he will say that he has a family in Velen, there is a terrible hunger there. They approached the Pontar and asked for food and the Redanians sent them away empty-handed, even though they themselves had emptied their granaries and were full. Geralt can let it go and ask the man to just

get rid of the herbs or he can turn in the man to the Redanians. If Geralt turns the man in then the man will be executed and Geralt will receive a reward.

**Enter the Spiral**
Once Geralt has cleared all three blockages he can return to Avallac'h. Avallac'h says that they need to hurry up and enter the portal as soon as possible as it will only be open for a short time. Geralt then has one last chance to stall and get ready. Once he tells Avallac'h that he is ready then the player will be committed to the quest until it ends. Geralt and Avallac'h enter the portal.

**Night City**
Upon exiting the portal Geralt and Avallac'h find themselves in Night City from the Cyberpunk universe.

***Note: In a few interviews, CD Projekt RED developers mentioned how they wanted to include Night City as one of the Spiral locations. It is unknown what part of Night City Geralt and Avallac'h find themselves in, nor the year. It is also unlikely to bear much resemblance to how Night City is depicted in Cyberpunk 2077 due to the early development state.***

The following dialogue plays after arriving:

**Geralt:** *What… What is this place? Is this the afterlife?*

**Avallac'h:** *No. Just another of the realities the Spiral leads through… Technologically advanced, but broken. Dying.*

**Geralt:** *Disgusting. This stench, noise… How can you live here?!*

**Avallac'h:** *You should know better. This world is inhabited by humans, not elves.*

***Note: Another planned detail not mentioned in dialogue is that according to CD Projekt RED interviews, Geralt and Avallac'h could come across a junkie. Geralt***

***could give this junkie some money and in Cyberpunk 2077 they would be a very wealthy (or poor) character that V could interact with.***

After the interaction, Avallac’h detects the next portal and tells Geralt to jump in.

**Fire!**
Geralt and Avallac'h end up on the inside of a burning building. Geralt starts yelling at Avallac’h for landing them in the middle of a fire. Avallac’h tells him to quickly jump into the next portal. This section is similar to the underwater world in the final game but with a quick bit of dialogue.

**Inside Radovid's Palace**
Geralt and Avallac'h next arrive in Radovid's Palace. Geralt comments that they are in Radovid's Palace. Avallac’h commends him on getting it right and says that he must be a real salon goer. Geralt agrees. Avallac’h says that the portal is on the mezzanine.

**The Lake**
Geralt and Avallac'h arrive at the Lake where Avallac’h first met Ciri. Geralt recognizes the place from when they were removing the curse from Avallac’h at Forefathers’ Eve. Avallac’h says that could be possible since it's an important place for him and where he first met Ciri. Geralt can then accuse Avallac’h of imprisoning Ciri here and using her as a tool. Avallac’h says that Geralt will never understand. Avallac’h promises that he sees her as a person. Geralt retorts that the rest of the Wild Hunt don't see it that way. Avallac’h says that he regrets it too. Geralt says it's time to get out of here. Avallac’h points the way to the next portal.

**Palace at Tir Na Lia**
Geralt and Avallac'h arrive at the Palace at Tir Na Lia. They quickly come across Ge’els painting the female elf on the terrace. The female elf asks him what he will

call the painting. She asks what feeling this canvas is meant to evoke. Ge’els replies by saying Delight, Admiration, and … surprise. There is a missing section next where Geralt and Avallac'h greet Geels. He comments on the interesting alliance that Geralt has made and asks if he thinks Avallac’h has been honest with him. This interaction is similar to the final game.

Ge’els then asks what they want with him. Avallac’h explains how Eredin was the one who killed Auberon and Ge’els says that this is a false accusation. Geralt explains how they will bring him to the Dreamer for him to see it. Ge’els resists, saying he is not stupid enough to fall for their tricks. Geralt and Avallac'h will then have to capture Ge’els by force. It is not clear how this happens (Possibly a boss fight, cutscene, etc.). The end result is that Ge’els is in chains and Geralt and Avallac'h need to bring him back through the Spiral.

**Leading Ge'els to the Portal**

On the way to the portal, Ge’els comments how Avallac’h still knows every corner of the palace so well. He tells Geralt that he should know that Avallac’h held office in the palace for many years. It was here that he devised his experiments. He paired them up, often by force. He created the Wild Hunt. He showed them how to get to Geralt's world. How to suppress fear and conscience……"how to track down your beloved Cirilla". Ge’els is clearly trying to get Geralt to turn on Avallac’h. Avallac’h tells Ge’els to shut up. Geralt asks Avallac’h why he is not angry, Avallac’h replies that it's the truth.

They arrive at the portal and Avallac'h says that he needs to do one more thing before they go in. Just then Ge’els interrupts and says that Avallac’h should tell Geralt that he figured out how to brainwash and kidnap people. Avallac’h then casts a silencing spell to shut Ge’els up. Geralt comments that, *"Jumping between worlds with an elf in handcuffs can be tricky. Especially if we end up in a burning building again."* Avallac’h tells him to relax as returns are always easier.

**Through Time**

Geralt, Avallac'h, and Ge'els arrive at Radovid's palace again but this time it is in the past just before the start of the game. De Jonkheer and Radovid are having a conversation. Avallac'h and Geralt listen to this from the mezzanine above the throne room. The King of Redania and the Chief of Intelligence discuss the plan to take over Novigrad. De Jonkheer tells Radovid about Yennefer going to Skellige at the start of the game and they speculate as to what is going on. Geralt is shocked to see De Jonkheer still alive (This only occurs if De Jonckheer died in **q302_mafia**). He is also confused as to why Radovid is in his palace. Avallac'h comments that they landed in the right place at the wrong time. Geralt mutters to himself that Avallac'h said coming back is easier. Avallac'h realizes that the silencing spell he cast on Ge'els at the portal messed things up. They need to find another door as soon as possible. Even the smallest change in the past can have disastrous consequences for the present.

**Twisting the Timeline**

***Note: It is unclear if this encounter is optional or only occurs if the group gets caught.***

De Jonkheer is shocked to see the group and asks how they snuck into the palace. Geralt can try to defuse the situation by claiming that they can't have snuck in with a prisoner or that he is on a secret mission from the king and must speak to him directly. Either way, De Jonkheer is confused as to why the king would've ordered an elf captured without him knowing. De Jonkheer concludes that there is no order and asks if they know who he is. Geralt says that his name is Redbad de Jonckheer, and he is the head of Redanian intelligence.

De Jonkheer is shocked that Geralt knows who he is. Geralt can say that Radovid told him De Jonkheer's secret identity or that it's none of his business what Geralt knows. De Jonkheer is in disbelief that Radovid would give his identity away to some mercenary. Geralt replies, *"Listen, I'm tired of this conversation. One*

*thing is clear. I am carrying out the king's orders and you are disturbing me. Do you think he'll like it?"* De Jonkheer lets them go and Geralt says that they have gotten away with one as they race toward the portal. Avallac'h comments that, *"We'll see when we get back. Because he has just dealt a sharp slap in the face to the laws of time and space."*

**Leaving the Spiral**

The group goes through a few more portals. It is unclear if they go back through Night City or the burning building. Eventually they reach the last portal and go through it.

**A Noble Betrayal**

Geralt and Avallac'h arrive back at the hideout with Ge'els. The beginning of this scene is a little unclear, however at some point Triss/Yen threaten Ge'els, saying that Avallac'h and Ciri insisted on settling the matter kindly... But they could change their minds at any time and that Ge'els is treading on thin ice.

Ge'els comments that he is wearing Auberon's ring. The king offered it to him when he was appointed one of the commanders of the Wild Hunt. Ge'els is then shown the vision of Eredin killing Auberon via the Dreamer. This scene is identical to the one in the final game along with Eredin's line of "The king is dead. Long live the king."

Ge'els says that he has seen what they wanted and to let him go. Yen/Triss express doubts about letting him go. Eventually Avallac'h releases the spell they put on Ge'els (Not the silencing one but one that prevented him from teleporting back to Tir Na Lia. This was how they got him in chains in the first place.) Ge'els then teleports away but first says that he won't provide Eredin any support like he says in the final game. Yen/Triss express doubts about letting Ge'els go. Ciri asks what they have to do now. Avallac'h says that the next task is to get rid of Caranthir and that he already has an idea of how to do it.

End of **q311_goebbels**. The next quest is **q210_precanaris**.

# q210_precanaris - The Ships of Black and White

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Avallac’h
- Triss or Yennefer
- Crach
- Hjalmar
- Becca
- Audun
- Eynvid
- Mousesack
- Kidnappers(dependent)
- Voorhis(dependent)
- Nilfgaardian Soldiers(dependent)
- Nithral
- Eredin
- Roche
- Dandelion

**What’s next, Avallac'h?**
The quest opens in Dandelion's brothel where the group has gathered after the events of **q311_goebbels**. At the end of **q311_goebbels**, Avallac’h mentions how they need to go after Caranthir and that he has an idea for doing so. Geralt arrives at the brothel from whatever open world activities he was up to and gathers the group to hear of Avallac’h's plan.

Geralt asks if they will also bring Caranthir here through the Spiral. Avallac’h says no. They would never get along with him, he is too suspicious and arrogant for that. He must share Imlerith's fate. Geralt says that it will be hard. He can summon more soldiers or disappear from his sword at any time. Avallac’h responds that Caranthir won't die by Geralt's sword. Geralt asks Avallac’h to elaborate.

Avallac’h, annoyed, says that Caranthir is now on Skellige. Eredin told him to look for the White Ships here. Dandelion exclaims, "*White Ships? The legendary alabaster galleons on which elves sailed between worlds?*". Avallac’h confirms Dandelion's suggestion.

Geralt asks if Avallac'h has a plan. Avallac’h says that he is always two steps ahead. Yen/Triss comment that Eredin doesn't strike them as someone who chases myths. Ciri adds that Eredin never looked like a scholar to her. Avallac’h explains that the White Ships are not a legend. They're a metaphor with something tangible behind them. He was doing research on this… Which Eredin is now trying to complete. With mediocre results, he adds. When Eredin finds the White Ships and obtains Ciri's blood, he will no longer need the navigator and will be able to rule undivided. Caranthir is unaware of this. They need to get closer to him and make him realize this, arouse his anxiety and ambitions that have been suppressed for years… And lead to a clash with Eredin. Then Caranthir will die by the hand of his king.

Geralt can either say that he doesn't understand Avallac’h's plan or just asks for specifics. Yen/Triss add that they are also lost and don't consider themselves stupid either. Avallac’h repeats the plan again. Caranthir searches for the White Ships, not knowing that by finding them he will weaken his own position. And since he's ambitious, he won't take it lightly. They don't have time to wait for Caranthir to find the Ships himself. They will put him on the right track and will accelerate the crisis of trust Avallac’h was talking about. Geralt is still looking for

specifics. Avallac’h says that he had to lay out the theoretical foundations of his plan. Ciri interjects that the foundations have been laid and for Avallac’h to tell them what is next.

Avallac'h says that first they have to find the White Ships themselves. Before he escaped from Tir na Lia, he managed to establish that information about them was in the an Craite family collection. They'll go to Kaer Trolde and check it out. Then Avallac’h will let Caranthir kidnap him and tell him where to look for the Ships… And along the way he will "pour venom" into his ear and tell him about a certain Isilira. Avallac’h will awaken his ambitions. If all goes according to plan, Eredin and Caranthir will be at each other's throats. Before the Hunt realizes what happened, Geralt will free him and they will escape… And then they will all prepare for the final battle.

Geralt can also question if Eredin really wants to get rid of Caranthir. Avallac’h says that in the end, he will remove his officers from power, much like how Avallac’h himself was removed. For now, he is still too weak for that, but he is already preparing the ground for another coup. Geralt asks if Avallac'h has any proof. Avallac’h says that he does. Eredin has prepared a replacement for Caranthir in case he falls out with him before finding the Ships… Isilira. An elf who has the powers of a navigator… but also has numerous disadvantages.

Geralt can ask if Avallac’h knows Isilira. Avallac’h scoffs, saying that's an understatement. He caused her conception, as well as the other riders. But he's never let her join the procession, she's too much of a risk. Eredin, apparently, has a different opinion.

Geralt can also ask about these supposed disadvantages. Avallac’h says that Isilira is exceptionally talented, but she cannot fully control her powers and is unstable. Most importantly, she cannot suppress the effect of the White Frost when she walks in the Spiral. Geralt doesn't understand what Avallac’h means. Avallac’h tells Geralt to imagine a blooming orchard. If Caranthir opened a portal

there, the frost would cut off the flowers. If Isilira did it, the ice would blow the trees to splinters.

Geralt can then either say he understands the plan now or can ask further questions. Geralt can ask how he will have to save Avallac’h since he will be on the Naglfar with Caranthir. Avallac’h says that Geralt will also be there disguised as a member of the hunt. Geralt objects that he doesn't have the right clothes or that he doesn't look like an elf. Avallac’h says that he has everything planned. One of them will now go to Kaer Morhen and bring back the armor of one of the fallen knights of the Hunt. When the time is right, Geralt will put on the armor… And he will use magic to make Geralt look like a native Aen Elle. Yen/Triss asks about what if Caranthir asks Geralt who he is. It doesn't matter whether he gives the name of one of the dead or a fictitious one, he will still be a suspect. Avallac’h says that he is aware of this. This is a risk that Geralt will have to face. Geralt says that he has a better idea… Instead of the Kaer Morhen armor, he'll wear the one he and Mousesack found on Skellige. It belonged to someone important… Someone who went missing after Avallac’h cast that curse. Avallac’h replies it must have been Nithral, Eredin's adjutant, he disappeared that day… Perfect! Geralts can accept his identity without fear.

Geralt can also ask how Avallac’h knows Caranthir won't kill him right away. Avallac’h says that his knowledge is too valuable for Caranthir to do that. Ciri hopes that is the case.

Avallac’h then asks if Geralt is ready to sail to which Geralt can say yes or delay it further. Once Geralt is ready to sail, Dandelion asks if he can come to Skellige with them. Geralt says that this won't be a fun adventure that Dandelion can use to compose a lively ballad. Roche says he would like to come too but he has to stay and take care of Corinne. Geralt says that Roche is right to stay. Dandelion says he can help in another way by saying that his friend is sailing to Skellige today and that he can arrange for them a ride. A teleport would be faster but

would attract the Hunt's attention. Dandelion laments that he won't be going saying that it would make for an amazing ballad.

**Entering Skellige**

Geralt, Avallac'h, Ciri, and Yen/Triss board the boat for Skellige. Upon arriving at Skellige, the group can encounter two different events.

If Becca is the ruler of Skellige, then a sailor on board the boat spots Nilfgaardian troops ashore laying siege to Kaer Trolde. Ciri asks what is going on. Geralt says that apparently Nilfgaard decided to settle the score with Crach. All these raids on the coast of the empire had to end like this. Yen says that settles the question of His Imperial Majesty's whereabouts. Triss on the other hand asks why this had to happen now. Ciri gets angry and asks if Emhyr aims to conquer Skellige? He knows they are Ciri's friends!

Avallac'h responds that either way, they need to get to Kaer Trodle. If they don't research the history of House an Craite, his plan will fail. Ciri is beside herself, saying that her friends are down there and they need to worry about them first. Avallac'h scolds her, saying that if they don't defeat the Hunt, more people than just her friends will die.

Alternatively, if Hjalmar is king, the sailor will spot a bunch of wrecks in the boat's way. Ciri wonders what happened, saying that these are not longships from Skellige.

If Triss is with the group, she comments that these are wrecks of Nilfgaardian ships. Geralt comments that Emhyr decided to react to Crach's pirate raids but miscalculated. Triss comments that the Empire's fleet is stronger than Skellige's. Geralt says the Nilfgaardians do not know these waters. The islanders definitely pushed them onto the rocks.

If Yen is with the group, Geralt first comments that these are Nilfgardian units. Everyone warned Crach that these raids on the Ebbing and Metinny coasts would

eventually bring the Imperial fleet here and he just laughed. Yen interrupts that Crach was right since Emhyr couldn't hope to defeat the islanders in these waters. Crach will brag about this victory forever. Geralt says that it's a beautiful beginning to Hjalmar's reign.

**Arrival on Shore**

The group arrives on shore and formulates their immediate plans. Ciri wonders if Crach will recognize her after all these years. Geralt says that he will and will be happy to see her. Yen/Triss are more curious about how he'll react to Avallac'h… And find out that he created the Wild Hunt. Avallac'h says they'll spare Crach from having to deal with him. Only Ciri and Geralt will go to Kaer Trolde, Avallac'h and Yen/Triss will look for Caranthir. Ciri is mad that she and Geralt have to stick their noses in books while the Avallac'h and Triss/Yen stick their necks out.

Avallac'h says that tracking down the Hunt longship requires knowledge of magic, not swordsmanship. Geralt and Ciri won't help in any way, and they still have to find these reports about the White Ships… And as soon as possible. Geralt can also add that libraries are not his specialty. Avallac'h says that neither is planning and to please leave everything to him. Geralt says that so be it… But on condition that they come back for them as soon as they find Caranthir's trail. He may not know anything about magic, but he does know swords. Avallac'h agrees.

If Yen is with the group she says, *"Don't be so scared, Geralt, a little time between books won't hurt you. Well-read men are very attractive, you know?"*. Geralt responds that he thought she preferred tough and taciturn guys.

If Triss is with the group she says that she is envious of Geralt right now. Geralt says, *"What? Poring over falling parchments?"*. Triss responds, *"No. That you have some rest and time for yourself. Take advantage. It won't happen again any time soon."*

In either case Ciri says, *"Let's go now, because I'm embarrassed by your hoarse advances. Good luck!"*.

The scene ends and the group splits up.

**Entering Kaer Trolde: Becca Queen**
Geralt and Ciri walk toward Kaer Trolde which is under siege by Nilfgaard. Ciri has her hood on to disguise her identity from the Nilfgaardians. Then walk through a Nilfgaardian camp there and encounter Voorhis.

Voorhis says, *"Geralt of Rivia and... His mysterious companion. To what do I owe your visit?"* (Voorhis knows perfectly well who Ciri is, he just doesn't want to say it out loud). Geralt says that they need to get to Kaer Trolde, and Voorhis' troops are making it difficult. Voorhis says that he's afraid it's impossible. He cannot allow anyone who wants to approach the fortress. He made one exception, and that's enough. Geralt can respond in four different ways.

Geralt can ask who the exception was. Voorhis responds that it was Queen Becca, known to Geralt from elsewhere. She decided to try to convince the Jarl to sign a truce. He was reluctant to the idea, but because of her "connections" he relented. Ciri is shocked to find out that False Ciri is now queen of Skellige. Geralt confirms this and says that Emhyr is always trying to combine Fire with Water.

Geralt can say that his mysterious companion's father will be very dissatisfied when he finds out that Voorhis didn't want to help them. Voorhis responds that Geralt's companion's father is a perfectly informed man. So he knows that Geralt's loyalty to the Empire is highly questionable... And more than one of his soldiers have died by Geralt's sword. Due to the numerous favors Geralt has done, he will not be held accountable for these crimes. But Voorhis won't let him into the castle either. He begins to suggest that Ciri could be allowed in but Ciri interrupts, saying she won't go anywhere without Geralt. Voorhis says that he

understands and says that they will just have to wait until the imperial flag is planted on Kaer Trolde.

Geralt can also threaten Voorhis and the following conversation ensues,

***Geralt:*** *"I said that your troops are hindering our approach to Kaer Trodle, not that they are preventing us from doing so. It wasn't a random choice of words."*

***Voorhis:*** *I have a lot of respect for the witcher's skills, I also know that the dear maiden uses a sword better than many of my infantrymen...*

***Ciri:*** *...than any of your infantrymen...*

***Voorhis:*** *...but I still believe that our significant numerical advantage would determine the outcome of a possible clash. Which, I emphasize, I hope will not happen.*

Lastly, Geralt can say that his companion's safety depends on his visit to Kaer Trolde, which is very important to the emperor's heart. Voorhis responds that it's also close to his heart and he understands its importance. Voorhis says that he'll let them go but they must give their word that they will not tell Crach anything about the number of his troops and their location. And if the Jarl asks them to pass on orders outside the castle, they will refuse. Geralt and Ciri agree and go on their way.

**Entering Kaer Trolde: Hjalmar King**
In this version, Geralt and Ciri simply arrive at the gates to Kaer Trolde. The guard says that they need to identify themselves or else he will drop boiling tar on them. Geralt identifies himself and they are let in. There may be more to this scene but unfortunately this version of it is mostly lost.

**Kaer Trolde Citizens Discuss the War**
There are several different people in Kaer Trolde talking about the ongoing siege

if it is happening. Two men complaining about the siege saying that they are going crazy from being locked up. They need to head out to sea or Lugos' men will get all the fish. Another group mentions that the siege would not have happened if Hjalmar was king and they are bored, stuck in the keep.

**Meeting Crach**

Geralt and Ciri reach Crach. If Becca is queen then there will be an introductory scene where Becca is talking to Crach, telling him to think about her proposal and to give him an answer when she returns. Crach sarcastically remarks that he will.

If Hjalmar is King then there is a scene where a guard asks him what to do with the Nilfgaardian (Voorhis).

Crach is shocked to see Geralt and even more shocked to see Ciri. Ciri says that she thought Crach wouldn't recognize her. Crach says that she must be kidding. He wants her to say where she has been all these years. Geralt says that they can do that when the Naglfar no longer sails their waters. Crach immediately understands and says that it is time to talk. They move to somewhere private and begin talking. Geralt can ask Crach four different things.

Geralt can ask him to tell about the Nilfgaardian invasion. If Becca is queen then he says, *"They attacked us treacherously, by surprise. Many of our men are on expeditions, so we couldn't face them in the field. We retreated to the castle... And we are waiting for relief."* Ciri asks why the other Jarls haven't come to their aid. Crach replies that they could, but they don't want to. Becca confused them and convinced them to sign an armistice with Nilfgaard. They were the only ones who broke away and did not lay down their weapons. Crach says that nothing can be done and they need to get back to Geralt and Ciri's problems.

If Hjalmar is king then he says, *"They tried to catch us by surprise, cowards! They knew that under Hjalmar's rule they would have no peace at sea, so they wanted to*

*attack us before we launched the good boats. But the Nilfgaardians are less clever than they think. The scouts told us what was going to happen. We were waiting for them in the strait... And we smashed them to dust before they could lift their oars from the oarlocks.*" Ciri comments that Emhyr will not forgive them. Next time he will send twice as many troops. Crach says that is good as there will be twice as much loot. Ciri says that Crach stands to gain more if he lets Voorhis go. Ciri explains that it will show Emhyr that Hjalmar is not just a pirate who kidnaps for tribute, but a statesman who cannot be bribed, who is guided by honor, not greed. Crach says that Ciri is right and will do as she says.

Geralt can tell him that they need to look at their books. Crach asks how this will help with the hunt. Ciri says one of the volumes contains reports from the time of the First Landing, information about what the Naglfar crew is looking for on Skellige. If they know them, they will be able to anticipate the Hunt and lure them into a trap. Crach says to talk to his scribe Audun as he is in charge of the books.

If Becca is queen then Crach wonders what he will say to her. Geralt says that he should take the deal. Crach says that there is no glory in laying down your arms.

If Hjalmar is king, then Geralt says, "Be careful with Voorhis, he's a cunning politician. You have to look at him and his writings - between the lines." Crach tells Geralt that he is not stupid.

**Library Scavenger Hunt**

Geralt and Ciri arrive at the Library. Geralt tells Audun that apparently they have books here that mention the White Ships. Audun replies that maybe there would be something in Lars the Lame's Saga of the Giants, Njal the Short Eye's Song of the Ice Coast or Vikkun the Wise's Chronicle of the First Landing. Geralt asks if they can look through the collection. Audun says that since they are the Jarl's friends, they can but they should be careful as the books are in poor condition. Geralt says that it's time to get to work.

After searching different books with his Witcher Senses Geralt identifies the right one. Gwenyr Nai'ver... "The White Ships"

Geralt tells Ciri that he found some old writing about the White Ships. There is a notation of the melody, so it must be a song. Ciri is surprised Geralt found something since she did not. Ciri reads it and says that it sounds like Elder Speech but she doesn't understand any of it. Geralt says it's because it's probably an ancient form of the language, but White Ships sounds the same as it does today. Ciri says that they need to show Avallac’h this.

Audun overhears them and asks if he heard Geralt mention a song. Geralt can either try to keep it private or ask Audun for his input. In the former case, Ciri will tell Geralt to calm down and says that Audun could provide some help.

He says he used to be interested in the archaic poetry of Aen Seidhe. There is little of it in the books, but a lot of things have been preserved in oral tradition. People no longer understand the meaning of these songs or poems, but he still passes them down from generation to generation. Audun does comment though that this knowledge is slowly disappearing, Eyvind, for example, no longer has any students. Geralt asks who this Eynvind is. Audun says he's an old bard who sings only in Elvish. He lives nearby, on the other side of the bay. Ciri says that they should get Eynvind's help. Geralt says they should talk to Avallac'h first.

**Becca and Ciri: “Sisters”**
On their way out of Kaer Trolde, Geralt and Ciri spot Becca waiting to speak to them. The dialog here is great and it proceeds as follows.

***Geralt:*** *Oho... Look who's waiting for us. Your stepmother...*

***Ciri:*** *You could say so... I wonder what she wants.*

***Geralt:*** *We're about to find out... Hello, Becca. I take it you want to talk about something?*

***Becca:*** *Not about something, with someone. With Ciri. Because... Forgive my directness, but I would simply like to meet the famous imperial daughter, who has always been held up to me as a role model.*

***Ciri:*** *I see. Especially since I'm curious about the woman who first made Emhyr fall in love with her and then ran away from him. I guess he must be as difficult a husband as he is a father...*

***Becca:*** *Just so you know...*

*Geralt can either say they don't have time to chat or that he will go to Avallac'h alone.*

***[Choice Line]***

***Geralt:*** *Sorry, we don't have time to chat right now. Hunt... Important matters are chasing us.*

***Ciri:*** *Yes... But they can wait a while. Especially since now we only had to take something to Avallac'h. You can handle it yourself, right?*

***Geralt:*** *If necessary... Sure.*

***[Choice Line]***

***Geralt:*** *I see you have something to talk about... Listen, Ciri, if you want, you can wait for me here. I will go to Avallac'h alone.*

***Ciri:*** *I will. Thanks... It'll be nice to talk about something other than... Well, you know.*

*[Continuing from both options]*

***Becca:*** *Great... Come on, Ciri. Are you hungry? I have provisions in the tent. Pancakes, baked chicken...*

***Ciri:*** *I'd love to... But I only eat chicken with cutlery.*

***Becca:*** *Ha! I got to know Yennefer's school. Did she bother you with that too?*

***Ciri:*** *Also. And I didn't like her at first either...*

**Consulting with Avallac'h**
Geralt tells Avallac'h that Crach's scribe told him about an old skald who lives quite nearby and knows many elven songs. Maybe he will know this song.

**The Skald's Song**
Geralt and Avallac'h arrive at Eynvind's location. Geralt asks him if he's Eynvind the Skald. He replies that he used to be a skald, and now he's just an old man no one needs. Avallac'h says that he will be useful to them. They're looking for the ending of an old elven song. Eynvind asks why they need it. Geralt can either refuse or explain what they are doing to Eynvind.

In the former case, Eynvind says he doesn't know how elders are treated on the mainland, but here on the islands they deserve respect. If he wants his help then he will answer the question.

Geralt says they're looking for a clue to the location of a certain place and they think it's in the missing stanza of this song. Eynvind says that he knows these words and the melody. People associated it with spring. Eynvind says that these songs hold terrible secrets and it's better if they die with him.

Geralt can appeal to Eynvind, saying that his death may happen sooner than he thinks or that they need it to drive off the Naglfar. Eynvind interprets the former responses as a threat and still refuses to say anything. For the latter response, Eynvind agrees to help.

*"Dibe caen em caire, aste paent im trisorta Caern Mur-dun."*

Avallac'h is shocked about the words "Caern Mur-dun" and realizes it was under his nose this whole time. Geralt asks him if he knows where it is. He replies more or less. He knows you enter it through a cave located on the northern shore of the island, not far from here. He says that he'll meet Geralt there.

**Entering the Elven Ruins**
Geralt arrives at the cave entrance where Avallac'h is waiting. The entrance is blocked with a magic lock. Geralt hopes Avallac'h knows how to open it. Avallac'h replies that this may take some time. Especially if Geralt doesn't have a good ear. Geralt doesn't understand.

Avallac'h says it takes two people to open the castle. One of them activates the crystals with a powerful spell which he will do. At the same time, the other one activates the stones with fire. Then they make a sound. Geralt has to do it in the right order to play a specific melody. Probably the one written on the manuscript from Crach's collection. Geralt asks if he has to throw Igni until he gets a song? Gerlat says he will never understand elves, as if you couldn't hang an ordinary padlock. These musical locks are a callback to the ones present in **q104_mine**.

Geralt now has to solve the puzzle. He can ask Avallac'h to repeat the melody at any time and he will hum it for him again.

**The White Ships**
The details inside the cave are not clear. It is possible that Geralt and Avallac'h may have encountered a second puzzle door. Eventually they find the White Ships. It turns out that they are just some frescos painted on cave wall. Avallac'h reads the inscriptions on the wall.

*"Daedor aesien cailigh aen Ellylle, dim gvevr, dim ymlane, Dyls daed maeflu eira, defeatha oll anifael, oll plannu, Losture duvie al alvedu aen oll cyvan, eile oll cyvan, Ein taide ethola cyvan alva am aene asbae Aen Seidhe, Cante llonge agvae aep*

*voruchel tor diven an taith afein, Dibe caen en caire, aeste paente im trisorta Caern Mur-dun."*

Avallac'h says that everything is now clear and the following dialogue exchange occurs.

***Geralt:*** *Mhm. The truth is that the White Ships are ordinary rocks that look like sails... If you squint. Your ancestors made fun of you and all of Hunt.*

***Avallac'h:*** *You don't understand anything. Agreed, it turned out that White Ships is just a poetic name of the place where the First Landing took place... But the frescoes showed something else. This tower on Ard Hugtand is the gateway to worlds... We have discovered what has been forgotten for centuries. And now we must share this knowledge with Caranthir...*

Geralt can either say that giving this information to Caranthir is risky or he can ask Avallac'h what the next steps are. In the former response the following dialogue occurs:

***Geralt:*** *And now you want to reveal the secret of the gate of the worlds to Caranthir. Remind me why giving the Red Raiders information that will allow them to conquer our world is essential to your plan...*

***Avallac'h:*** *I see you still don't fully trust me. Remember that Cirilla is needed to open the gate of the worlds, and we won't let them touch it.*

***Geralt:*** *Don't you find it suspicious that no one has been interested in the elven tower on Ard Hugtand before?*

***Avallac'h:*** *We were deceived by a legend that we read too literally. We thought the White Ships were similar to Nalfgar.*

For the latter response, Avallac'h explains that they'll set a trap for Caranthir, of course. But they must prepare for this, communicate with Ciri, Yen/Triss and also

Crach and Mousesack. Geralt asks why they must be involved. Avallac'h replies that he wants someone on the islands to know what will happen if they fail. Besides, Mousesack can help them. Avallac'h says he will meet Geralt back at Kaer Trolde.

**Advice for a Queen(Becca queen path only)**
On his way back to Kaer Trolde Geralt can encounter Becca again if she is queen. She is speaking to Voorhis about a ceasefire agreement. She is demanding that he release prisoners before he leaves. Voorhis says he needs the hostages so that his ships aren't attacked before they reach the open sea. Becca guarantees to him that Skellige won't attack. Voorhis agrees to the deal. Becca notices Geralt and greets him. Geralt can either congratulate her, say that the truce won't last long, or say that it remains to be seen.

If Geralt congratulates her then she thanks Geralt for helping her get the crown and the isle's fate would've been different. Geralt says that he usually regrets getting involved in politics but not this time. Becca thanks Geralt once again.

If Geralt warns that the truce won't last long, he says that for Crach, it is a disgrace that he will want to wash away with blood. And Nilfgaard… Nilfgaard will not tolerate a free, fighting people so close to its ports. Becca says that she hopes Geralt is wrong and that a new chapter will begin. Geralt agrees that a new chapter has started but it will be written in blood because of what Becca has done.

Geralt can also say that it remains to be seen. Becca asks him what he means. Geralt says that the future of Skellige depends on more than just politics. Geralt says that he has to go and that they are waiting for him at the castle. Becca tells him to give Ciri her regards.

**Planning at Crach's**
Geralt returns to the keep where Crach, Ciri, Avallac'h, Mousesack, and Yen/Triss

are waiting for him. Yen/Triss greet Geralt and say that it is good that he is here. Crach asks Avallac'h to begin explaining what he is planning. Avallac’h says that in short they want to destroy the Wild Hunt once and for all. Crach says that he will call the warriors. Geralt can either say that Crach’s warriors don't stand a chance or that the Hunt can only be defeated by trickery.

For the former response, Mousesack will say that enough blood has been shed against Nilfgaard and that they should listen to Avallac’h's plan. Crach asks what kind of trickery is required to defeat the Hunt. Avallac’h says that they will cause a quarrel between the leader of the Red Riders and his navigator, Caranthir. To achieve this, Geralt and he will first join the crew of his longship. Avallac’h will let himself be captured under his own name. And Geralt… He will be in disguise. They need the an Craite's help here… Or rather, the armor they have. Geralt asks what happens once they turn him to an elf.

Avallac’h explains that Geralt will contact Caranthir. Geralt will tell him that he is in conflict with Eredin and that he had to escape from him. Caranthir won't trust Geralt right away… That's why Geralt will ingratiate himself with Caranthir by telling him where to find Avallac’h. Caranthir will kidnap Avallac'h and interrogate him. Avallac’h will tell him where to look for the White Ships… And that'll set him on Eredin. They have always been rivals. Now they work hand in hand… But that's easy to change. Geralt asks what happens if they don't succeed. Avallac’h says that there is none and they have no rescue for themselves, for Ciri , or for these islands. Geralt must try his best.

Mousesack says that he will prepare the armor for Geralt. When Geralt needs it he should go to Mousesack's cottage. Mousesack hopes Geralt knows what he is doing. Geralt reassures Mousesack that he and Avallac’h know what they are doing. Mousesack warns him that it's not just about Ciri anymore. Yen/Triss support this position.

Avallac’h thanks everyone for their help and asks if anyone now has anything constructive to say or can they get down to business. Crach says he rather they all stand shoulder to shoulder, axes in hand, facing the Hunt, instead of disguising themselves and hiding. But if there's no other way… He says good luck.

**Becca Kidnapped**

Ciri rushes up to Geralt telling him that someone has kidnapped Becca. Geralt asks what happened. Ciri says she doesn't know much but Mousesack has asked for their help. He is waiting for them at his house.

Upon arriving at Mousesack's home, Geralt and Ciri are informed on the situation by Mousesack. He says that he sent people to search but that Becca has simply disappeared without a trace. Geralt says that he will find her but needs some information first. Mousesack tells Geralt to be quick.

Geralt can ask when she was kidnapped. Mousesack says that it happened today at night. He's already talked to everyone who lives nearby, no one saw or heard anything. Geralt concludes this means these kidnappers must have been well trained, they acted quickly.

Geralt can ask who would want to kidnap her. Mousesack says that he has no idea. During the race for the crown, apart from supporters, she also gained enemies, like every candidate, but it doesn't matter now… Unless Hjalmar… Geralt says that Hjalmar is hot-tempered but honorable. He wouldn't do something like that. Mousesack hopes that Geralt is right.

Geralt can ask if Becca was acting differently than usual. Mousesack says she received a letter a few days ago that really upset her, but she didn't want to say who sent it… Or what it contained. Geralt says that he has to read it as it may be important. Mousesack says Becca threw it into the fire as soon as she finished reading it.

Geralt can ask if any traces of the kidnappers have been found. Mousesack says yes, at Becca's cottage. Geralt can see that they were people, and heavily armed. But the trail ends just outside the settlement. Geralt says that they can't hide from him. Mousesack says enough of this talk. With every moment wasted, the chance that they will find Becca safe and sound decreases. He demands Geralt get to work now. And act quickly! Geralt tells Mousesack to relax. Geralt is skilled at rescuing young women from trouble.

**Confronting Becca's Kidnappers**

Geralt tracks down the kidnappers by investigating clues, starting from Becca's cottage. The details of this section are non-existent. Geralt does however manage to find the bandits.

Geralt fights his way to a hut. A bandit tells him to get out of there while he still can. Geralt says that he'll leave as soon as Becca is released. The bandit denies that there is anyone by the name there. Geralt can either tell the bandit not to make a fool of him or let him into the cottage. Both options start a fight. The second option progresses the dialogue a bit more first.

The bandits say that the Emperor's soldiers don't take orders from just any bum. This is their last word. Geralt says they are right. This is their last word.

**Freeing Becca**

After killing a bunch of soldiers, Geralt encounters a final soldier. The soldier asks what Geralt did with his people. Geralt tells the soldier to go outside and see but first he needs to free Becca. The soldier says no way. The Emperor ordered her to be brought back from Skellige. He will follow this order... Or he will die. Geralt can either say let's ask Becca or he can threaten the soldier. Becca says that she doesn't want to leave which leads to a fight. Either way Geralt kills the soldier and there is some fun dialogue here.

Becca thanks Geralt. He made it just in time. They were about to take her to the transfer point… She would be in Vizima tomorrow at the latest. Geralt finishes Becca's statement, "In the palace, in the ermine cloak… And now you will return to the moss-covered hut." Becca responds that Skellige is her home. She didn't become queen, but many people trusted her and accepted her as she is. She won't give it up for anything. And certainly not for the trinkets that Emhyr decorated her with.

Geralt can either say he understands or that he hopes she won't change her mind. Geralt can then say that it's time to return to Mousesack.

Mousesack is relieved to see Becca and thanks Geralt for his help. Geralt can either reply that he will always help an old friend or that he only did it because Mousesack was going to help him and Avallac’h. Either way he tells Geralt to meet him at Gedyneith to complete the ritual.

**Wake up, Nithral**

Geralt and Avallac'h go to Gedyneith to meet with Mousesack. Mousesack asks if this is the armor Avallac’h wanted. Avallac’h says yes and asks Geralt to get dressed in it. Mousesack says that it's too big and Geralt won't be able to walk in it. Avallac’h humorously says that Geralt doesn't look like an elf after all. Geralt says that he's never complained about that. Avallac’h says that that's nothing a little magic can't fix. To become a convincing Nithral, Geralt must take over not only his appearance, but also his psyche. Geralt will see his life, feel his feelings, learn his language. This… may be unpleasant. Geralt tells Avallac'h to get on with it. He then begins to cast the spell.

*"Arogaeth, arthange ceuvoss. Arogaeth… Arthange… Ceuvoss…"*

Geralt then sees a flashback to Nithral's life. In the flashback, Eredin tells Nithral that they have fresh traces of Zirael and that they will leave immediately. Nitral says "Yes. Caedmon".

After the ritual Avallac’h asks if Geralt can hear him. Geralt replies that he can. Avallac’h then begins to instruct him. Geralt will say what he saw through Eredin, he understood that he was striving for absolute power, so he tried to get rid of Caranthir. Nithral had to escape, and now he has come out of hiding to warn Caranthir. He won't trust Geralt right away. To enter into his favor, Geralt will tell him that Avallac’h can be found on the island of Lovund. Then… They'll see how things go. The most important thing is that Geralt behaves like a real Red Rider. In every way.

Geralt can then say that he won't kill innocents or that he will do what must be done. For the former response Avallac’h tells Geralt to let go of these petty scruples and think about the bigger picture. If he finds it difficult, then he should remember that this is for Ciri. The Naglfar is now moored in Birch Bay, but may weigh anchor at any time. Mousesack says that there is a boat at the back of his cottage and that Geralt should use it. Avallac’h wishes Nithral good luck.

# q211_canaris - Drakkar of Nails

**Author: Glassfish**
**Character List:**

- Geralt(as Nithral)
- Geralt
- Avallac’h
- Caranthir
- Eredin
- Islira
- Wild Hunt Warriors
- Cave Trolls(dependent)
- Crach
- An Craite Warriors
- Kaer Trolde villagers
- Triss or Yennefer
- Ciri

This is the quest where Geralt infiltrates the hunt and CDPR described in a post release interview.

***Note: For the duration of this quest, Geralt's identity has been swapped with Nithral’s. Anytime Nithral is mentioned, it is Geralt in disguise.***

**Summon the Drakkar of Nails**
Nithral unites with the Naglfar at the bay in Hindarsfjall as instructed by Avallac’h.

Nithral boards the Naglfar. Caranthir meets him and wants an explanation for his sudden reappearance. Nithral says Eredin wanted to get rid of him. Back then, on Ard Skellig, after the clash with Avallac'h… he was still alive. And Eredin left him

for dead. Caranthir says that Nithral's words reek of high treason. Nithral is shocked at the accusation of betrayal. He served Eredin faithfully like a dog. He tells Caranthir to look at what happened to him because the same thing awaits the navigator. Caranthir says Nithral has lost his mind as Caranthir is necessary to Eredin.

Nithral explains that soon Eredin will have no use for Caranthir. Nithral can say that Eredin wants to rule alone. Nithral can also explain that Eredin only needs a navigator. Caranthir says that no one can do what he does. Nithral mentions that Isilira can. Caranthir says that she wouldn't dare. Nithral says there are many bad things to say about Eredin but no one would accuse him of lacking courage. Besides, once Eredin has Ciri he won't need Caranthir either. Caranthir says that they still need the White Ships. Nithral says that Eredin is making a fool of Caranthir.

Nithral can ask if Caranthir believes him now. Caranthir says there are too many unanswered questions. Like what was Nithral doing all this time… Or who stitched him up. He saw Nithral get hit… He was the closest to the explosion. Nithral says that Avallac'h patched him up and tried to convince him to come to his side but Nithral escaped back here. Caranthir doubts this saying that he thinks Nithral is in cahoots with Avallac'h.

Nithral can then continue to convince Caranthir. He urges him that if he waits for more evidence to turn up he will end up with a knife in his back. Caranthir asks if loyalty means anything to Nithral. Nithral says if he really served Avallac'h, he wouldn't have told Caranthir about him… He would have made up some lie, try to cover for him. Nithral says that he despises Avallac'h, as does Caranthir. And he will prove to Caranthir that he speaks the truth.

Caranthir asks how. Nithral says that he will lead Caranthir to Avallac'h. Carathir says that Avallac'h will certainly know where to look for the White Ships. Caranthir says that Nithral will remain on the ship as a prisoner for now.

***The Naglfar approaches***

***A placeholder Naglfar for q211(circa 2012/2013)***

**Avallac'h's Hideout**
Caranthir and Nithral arrive at the cave to Avallac’h's hideout. Caranthir says that this better be true or the cave will be Nithral's grave. He tells Nithral to lead the way. Upon entering the hideout they activate Avallac’h's sentry (This is the same sentry that Yen, Ciri, and Geralt fight in the final game). Carathir demands that Nithral fight it alone and teleports into the corner and watches. Nithral manages to kill the elemental.

The details are not clear but Nithral and Caranthir capture Avallac'h and take him back to the Naglfar. This is all part of the plan.

**In the Belly of the Naglfar**
Avallac’h is placed in a dimeritium cage below deck on the Naglfar. Caranthir interrogates Avallac’h. He asks what he was doing on the island and how he got rid of his curse. He’s sure Eredin will be quite pleased having the mage behind bars now. Avallac’h belittles Caranthir, telling him about Eredin’s replacement plans. Avallac’h claims that the only reason he’s been sent to Skellige is to look for the White Ships while Eredin goes to Tir ná Lia to fetch his replacement navigator. One much more powerful than Caranthir could ever be. Caranthir is in shock and disbelief.

Avallac’h tells Caranthir that the White Ships are nothing more than the coastline of Ard Hugtand. However, there’s probably a portal there. A portal which can only be opened simultaneously by an Aen Elle and an Aen Saevherne. Says it’s just his luck he caught one.

Nithral asks Caranthir if he believes him now. Caranthir says that he doesn't but he also doesn't trust Nithral any less. Nithral says he gave Caranthir Avallac’h as promised. Caranthir says he doesn't know what he wants to gain by doing this. He notes that Nithral rebels against Eredin, but he comes to Caranthir, his right hand… And he helps him capture the only elf who could become Nithral's ally. It's like he doesn't want neither Avallac’h nor Eredin to rule Tir na Lia. So who

does he want? Nithral can respond by saying that he wants Caranthir to rule or that he wants the people to choose a ruler.

Caranthir doesn't care about the response either way. Nithral asks what Caranthir will do now. He says they'll sail to Ard Hugtand, and see what these White Ships are and then he will summon Eredin. Nithral can plead for Caranthir to not summon Eredin but Caranthir ignores the suggestion. At the end of the conversation Nithral asks to see Avallac’h so he can talk shit to his face and Caranthir agrees.

Nithral goes to see Avallac’h who says that he plays quite the convincing Nithral. Nithral asks what he should do now. Avallac’h says there is a sextant in Caranthir's cabin, which is used to communicate with Tir na Lia. Nithral should steal it… And summon Eredin. Nithral expresses that it's too early for summoning Eredin. Caranthir is too far away from rebelling yet. Avallac’h says that he knows what he is doing and that Nithral should leave before they start getting suspicious. Nithral asks how he should get this Sextant. Avallac’h says to get into Caranthir's cabin by causing an emergency onboard. Nithral asks how. Avallac’h says he has a vial of strong poison. Poisoning the rowers' drinking water will distract the guard at the anchor winch, so we can lower the anchor. Doing so at cruising speed will be enough to lure Caranthir out. Nithral shouldn't stick around after releasing the anchor. Nithral is not sure about this. Avallac’h suggests that there might be other ways to achieve this. But he'll have to look around for himself. Fires and miscommunication are other good sources of mishap.

**Caranthir's Cabin**

Nithral can try and go to Caranthir's cabin but he will yell at him to back off. Nithral says that he is not kidding and he better wait for Caranthir to not be looking. Nithral will have to cause a distraction to proceed.

**Causing a Distraction**

***Note: The details of the distractions were not sorted out at this point in development.***

Presumably, Nithral could do as Avallac'h suggests and poison the water to cause the anchor to drop, bringing Caranthir out of his cabin. Nithral could then sneak in and grab the Sextant.

***Concept art of the playable areas on board the Naglfar***

**Summoning Eredin**

Nithral reaches the bow and activates the signal to summon Eredin. There is a mechanic where the correct spot needs to be chosen to use it. He says he doesn't think it did anything. Suddenly, there are sounds of Wild Hunt arriving on deck, snowflakes fluttering in through the stairs.

Eredin assumes command of the Drakkar and says to Caranthir that this better be important. Caranthir says that he didn't summon Eredin. Eredin says that in other words, more weeks have passed and Caranthir still hasn't found anything. He's worthless. Caranthir defends himself by saying that he has captured Avallac’h. Eredin is beside himself, saying that Caranthir captured Avallac'h and didn't bother to inform him. Did it occur to Caranthir that this is perhaps something Eredin would want to know about. Caranthir wanted to wait and see if he was telling the truth about the White Ships. Eredin is surprised to hear Avallac'h knows where the Ships are. He says that Caranthir deemed this unworthy of his attention, along with the fact that Nithral is on the ship. Nithral enters the scene and Eredin remarks that he thought the general didn't survive the explosion... In fact, he was certain Nithral didn't survive. Nithral says that Avallac’h healed him and tried to convince him to switch sides but instead he chose to bring Avallac’h to Caranthir. Eredin seems to believe it and says it's a good thing that Nithral did. Eredin says that it's time to interrogate Avallac’h. He calls for Isilira and they go down to where Avallac'h is.

Caranthir asks if Nithral summoned Avallac’h which Nithral denies since he thought Eredin was going to kill him.

**Concept art depicting Caranthir**

**The Good, the Bad, and the Ugly**

During the walk down to Avallac’h, there is a short dialog where Caranthir expresses his bewilderment at Eredin having been summoned, because he positively did not. Eredin asks him how they managed to catch Avallac’h. Caranthir says that Nithral told him where he was hiding. Supposedly, it was Avallac'h who saved Nithral after the explosion. Eredin is intrigued.

Eredin greets Avallac’h in an overly friendly fashion, *"Avallac'h... How good to see you in our ranks once more. How's your health? Is the curse still bothering you? Because it seems Nithral was able to play you for quite the fool."* Caranthir interrupts that Nithral only told Caranthir where to look. Eredin tells him to shut up. If not for Nithral, he would still be frightening fishermen and aimlessly wandering from one island to the next. Eredin tells him to not interrupt him again. Or even better - leave and sound the order to plot a course for Ard Hugtand. Caranthir leaves.

Eredin cuts to chase and asks Avallac’h what he was up to. Avallac’h confirms that he was looking for the White Ships. Eredin says Avallac’h is lying, of course. He has more important things to worry about than a gate to the Spiral. Eredin could squeeze the truth out of Avallac’h through torture... But he doesn't really feel like it. Who knows how long that might take if Avallac'h decides to play the tough guy.

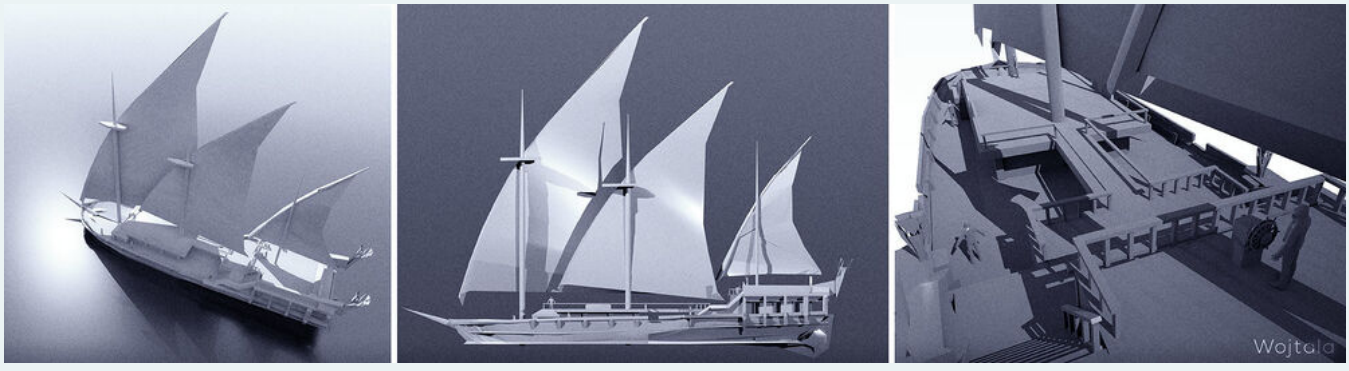
Eredin asks if Nithral knows what Avallac’h has been up to. Avallac’h says that he acted wisely. Eredin says that acting wisely would've meant killing Nithral as soon as he suspected he would betray you. Then he wouldn't have put them on Avallac’h's trail. But he, as always, was too soft. Eredin says that Avallac’h first went for Imlerith and then for his Navigator. But not to worry since Eredin has another waiting in the wings. Avallac’h says that each of them is as wretched as the next. None of them know how to control their talents. Eredin calls Avallac’h father and says that this is how he made them. But that's of little importance..

Since Avallac’h is here, the witcher must be nearby as well. And where the witcher is, Ciri will be as well. Undoubtedly he's got her hidden somewhere… Question is, where.

Avallac’h says that he didn't bring her here. They saw how much that would put them at risk and they left her where she'd be safe. Eredin then says *"Far too hasty a response - you're a terrible liar… Hmm, so my little swallow has made her nest somewhere in Skellige… What do you think, Nithral - where? With Mousesack, perchance?"*

Nithral can either agree or disagree with this assessment and try to convince Eredin of his position. Regardless, Eredin brings up the possibility that Ciri is with Crach. Nithral can desperately try to convince him that Ciri is not there (Since she actually is) or be unsure about it. Eredin says they will come back to this conversation later. For now, he needs to check the trail of the White Ships and he wants Nithral to keep an eye on Avallac'h. Eredin knows he's locked in a dimeritium cage… But it's better to be safe than sorry.

Avallac'h and Nithral then evaluate Nithral's performance and speculate on what Eredin is thinking.




***Work-in-progress renders of the intended Naglfar level for q211***

**The Plan goes Wrong**

Eredin calls Nithral upon seeing him emerging from the cabin where Avallac'h is held. Kaer Trolde appears at the horizon. Nithral is looking at the keep, Eredin at Nithral, Smiling. Eredin says he's changed his mind. The White Ships have waited thousands of years to be discovered, so they will wait a few more days. And ZiraeL... She can escape from here at any moment. Nithral, now desperate, tries to convince Eredin that Ciri is not here. Eredin says that there is no harm in checking. Nithral can say that there is the risk of scaring her away. Eredin says that the effect will be the opposite when she comes back to avenge Crach. Eredin continues to deflect Nithral's suggestions. He mentions that he admires Nithral's courage to oppose him. As a reward Nithral will lead the strike team on Kaer Trolde. If Nithral tries to refuse then Eredin says that is an order and not a suggestion.

Nithral then has the choice of being teleported to the balcony or the main gate.

**The Siege of Kaer Trolde**

Nithral and two warriors are teleported to Nithral's choice of spawn point in Kaer Trolde. Nithral tells them to follow him and he knows the way. The Skellige guard who notices the Wild Hunt's appearance at Kaer Trolde first, runs off to warn all the guards in the keep. When the Hunt enters the Main Hall, he runs off through the double doors towards the stables. The guards scramble to evacuate the place. This section may involve killing Skelligers. If Geralt tries to kill his Wild Hunt companions then they will call him crazy but he can kill them.

**Jarl vs. King**

After Nithral runs out onto the battlements, having fought and killed the other Wild Hunt riders, together with Crach. Crach then tries to fight Nithral. Nithral then tries to convince Crach that it's Geralt. Crach believe him. Nithral asks where Ciri is. Crach says that she is in a safe place. Nithral says that he has to go back before Eredin suspects him.

Just as Nithral turns around, he sees Eredin who mocks him and says it's too late. Nithral is then knocked out. Crach charges Eredin to prevent Nithral from being finished off. Crach and Eredin then have a showdown with some trash talk where Crach is killed.

**Wake up, Geralt**

Geralt wakes up in Kaer Trolde, no longer in Nithral form. Ciri is there waking him up. Ciri begs for him to get up. Geralt gets up and puts his arm around Ciri, comforting her. They are in a house in Kaer Trolde village, Geralt's vision slowly returns. Ciri is excited that Geralt is up. Yen/Triss tell Ciri that they told her not to worry. Geralt always survives these things. Geralt says that it'll take more than the King of the Hunt to kill him. He asks if Crach is still alive.

Ciri says he was already dead when they came out of hiding. They were told that Geralt had fallen and went looking for him. Geralt asks if Eredin is still in the castle. Yen/Triss asks how he ended up in Kaer Trolde castle with the hunt. Geralt explains that Eredin must have seen through their trick… "*He sent me here because he thought I would lead him to Ciri. When he realized that it wouldn't work, he emerged from the shadows and attacked."*

Ciri asks if Geralt tried to fight Eredin. He couldn't, because of that damned armor… Crach threw himself at Eredin to give him a chance to escape. It was both the bravest and stupidest thing he's ever seen in his life. Yen/Triss say that Eredin was looking for Ciri and only left once he couldn't find her.

Geralt promises that they will avenge Crach and all the dead Skelligers. Geralt says that he has to free Avallac'h. Ciri says that he is too weak, Geralt says that he is fine. *"Eredin needs Avallac'h to help him solve the mystery of the White Ships. But as soon as he does, he'll kill him right away. We don't have time to lick our wounds. I have to go now."* Ciri says that she is coming with him. Yen/Triss beg Geralt not to go. Geralt says there is no way Ciri is coming. Ciri says she is an adult now. Geralt

says that is not the reason. Eredin is counting on her to come and avenge Crach. Ciri will stay with Yen/Triss.

**To the Tower**
Geralt goes toward the tower on Ard Hugtand however he cannot make a direct approach. He says it might be best to stay out of their way as there's too many of them. Suggests that there might be another way up.

**The Troll Cave**
Geralt can try using the cave where Folan was being boiled by trolls to reach the tower.

If Geralt killed the trolls in **q202_giant**, this Geralt says, *"I can feel the draft coming from this crevice. It's probably the entrance to some cave..."* after killing the trolls and the Wild Hunt at the Cave Entrance below the road leading up to the Elven Tower.

If Geralt did not kill the Trolls he can talk to them and get their help. The troll leader says *"more of these metal men up the hill, stomping around in their clanky armours."* There's a passage through their caves so you can get to the top without running. Geralt can thank the trolls. One of them says that he will take Geralt to the tower. The troll then guides Geralt.

**Caranthir Usurped**
Geralt arrives just in time to see the confrontation between Eredin and Caranthir. Caranthir says that maybe they shouldn't open the tower till they have Ciri. Eredin tells him to shut up and that he doesn't take advice from fools. Caranthir says that Eredin hasn't accepted advice from anyone for a long time now. Eredin is spiteful, saying that Caranthir is open to suggestions from their enemies. Caranthir claims that he knew all along that the Witcher was disguised as Nithral using Avallac'h's magic. Eredin says he saw through it right away while Caranthir

let himself be led by the nose. It's good that Eredin doesn't have to rely on Caranthir anymore. Eredin orders Isilira to open the tower.

Suddenly there is a massive blizzard and Geralt is knocked out. Caranthir is killed as the White Frost is unleashed upon him.

**The White Frost**
Geralt comes to in a blizzard, completely disoriented he quickly realizes he needs to keep moving. The entire island is covered in the White Frost and Geralt thinks he's in another world. He's kinda amazed at what Isilira has managed to do. Geralt says he has to find some shelter before he freezes to death. He hears a wind-swept voice, it's hard to make out who it is, or where it's coming from. Avallac’h is calling out for Geralt. Geralt says he needs to find Avallac’h.

Geralt finds Avallac'h and asks him where they are. Avallac’h says he doesn't know and that they need to look around. Geralt says they will freeze soon. Avallac’h can fix this with a simple spell but first Geralt will have to take off his dimeritium collar. Geralt has to cut it off with his sword since there is no fastener. Avallac'h thanks Geralt for destroying his choker. He comments on casting a spell to protect them and keep them warm.

Geralt wonders where they are. Are they in the Spiral again? Avallac’h points out Kaer Trolde and says they are still on Ard Hugtand. This is a side effect of Isilira's actions. She doesn't fully control her talent, she can't tame the White Frost. The snowstorm she caused could last for weeks.

Geralt says there might be a big problem if Isilira would pull a stunt like that in an inhabited area. Avallac’h says this is just a preview of the White Frost that is coming.

Geralt asks Avallac'h how Eredin could have known about Ciri. If Geralt did well in the dialogue, Avallac’h says that Eredin must have sensed something was wrong with Nithral. He doesn't know what gave him away. Geralt was very

convincing… Apparently his disguise spell was imperfect. If Geralt did poorly in the dialogue, Avallac’h says that there is nothing surprising about Eredin seeing through him.

Eredin must have assumed that only Geralt would be brazen enough to impersonate his adjutant, and under the pretext of interrogating Avallac’h, he dragged Geralt by his tongue. But Geralt says he didn't answer him directly when he asked about Kaer Trolde. He tried to draw his attention to other places. Avallac’h says maybe when they were talking about Crach's castle, Geralt's voice trembled, or Eredin could see the anxiety in Geralt's body language… Eredin is a born hunter, he will sense any weakness, even a shadow of fear. He tells Geralt not to blame himself.

Geralt is frustrated. He can blame Crach's death on himself or say that he brought danger to Ciri. Avallac’h will comfort Geralt by saying that Crach died like a Skelliger or that Ciri was never in any danger. Avallac’h says, *"We don't have time to feel sorry for ourselves. We managed to gain another advantage over Eredin. Instead of speculating about the past, let's focus on how to use it."*

Just as they are about to leave, Geralt asks if Avallac’h's plan was for Eredin to see through Geralt. Avallac’h denies this but he said that he did consider the possibility. He knew that even if Eredin did see through the plan that he would kill Caranthir for failing to see through the trick. Geralt says that regardless they achieved what they set out to do. Avallac’h says the worst is yet to come.

**Preparing for the End**

Triss/Yen is relieved to see Geralt safe and sound. This is the last time Geralt goes alone. Geralt says that next time they will stand against Eredin shoulder to shoulder.

Geralt can ask Avallac’h here if Isilira can flood the entire world with White Frost. Avallac’h says no. She wouldn't be able to maintain the connection between the

worlds long enough… No one is. But the White Frost will come anyway. Not today, not tomorrow… But soon. Yen/Triss comments that soon can mean a very long time for an elf. Avallac'h says he remembers the times when it didn't snow in Temeria even in winter. When vines grew even in the north of Kaedwen. But it's slowly getting colder, year by year. Avallac'h says one just has to live long enough to notice it. Ciri says they'll worry about what will happen in centuries to come if they live to see next year. They have more urgent things to worry about.

Geralt says that they have killed all the Wild Hunt officers so what now. Avallac'h says that it's time to face Eredin but they need some help to do it. Avallac'h says that they'll need the lodge of sorceresses. Geralt says no way to this after what happened at Loc Muinne and can mention that the lodge is in disarray. Yen/Triss says that they don't have much choice to be picky right now. They also mention that they need to find Philippa who hasn't been seen since Loc Muinne. Geralt says he would rather not involve Philippa since she would try to ratfuck them in the process. Triss/Yen assure Geralt that Philippa is not short sighted and understands the danger of the Wild Hunt. Geralt reluctantly admits defeat and decides to help find Philippa.

Geralt says he hasn't seen her but has heard about Philippa from Radovid. He can also say that he ran into Fringilla if **sq304** was done. Geralt says that he will follow up on these leads. Avallac'h says that they should head to Novigrad. Geralt can add that finding Philippa won't be easy. Yen/Triss say that Radovid doesn't have someone like Avallac'h which will make finding Philippa easier. The group heads for Novigrad. The quest ends here and we go to **q501_eredin** in Novigrad to prepare for the final battle.

# q501_eredin - The Siege of Novigrad

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Triss
- Yennefer
- Avallac'h
- Zoltan
- Dandelion
- Robert Schwarz's neighbors
- Prof. Augustus Thur
- Philippa
- Keira
- Sheala(dependent)
- Fringilla
- Margarita
- Islira
- Eredin
- Wild Hunt Warriors

This is in the famous Wild Hunt attack on Novigrad quest that CDPR brought up in interviews after the release of the game. This quest is in very bad shape as it is missing a lot of written dialogue, mostly uses placeholder dialogue, and has some scenes missing entirely. This summary is an approximate reconstruction.

**The Battle Looms**
Geralt, Ciri, Yen/Triss, and Avallac'h arrive in Novigrad at Dandelion's brothel after **q211_canaris**. Yen/Triss says the city is becoming more and more restless,

something is hanging in the air. Avallac’h says this "something" is the Wild Hunt and its appearance is only a matter of time, so they have to hurry and get it into a position where they will be dealing the cards. Yen says without the help of the Lodge, the most they can do is hand out blankets to people so they don't freeze. Right now, the priority is to get Philippa and the Lodge. Yen/Triss say that they will check on dear Robert to see if he has anything to say about Philippa.

Avallac’h says that it would be better if he, Geralt, and Ciri stay, a group of people always attracts more interest. Geralt can ask Avallac’h if Eredin could have tracked them down. Avallac’h doubts it but says that they must remain vigilant. Geralt also says that he would rather have it that Yen/Triss doesn't go alone. He asks if Avallac'h can stay with Ciri. Avallac’h says that Geralt can trust him, she'll be safe. He'll put a higher level barrier on the inn, not a fly will slip through.

Ciri says that they are acting like she isn't there. Geralt then has a choice to either say Ciri is acting like a child or apologize for how he's acting. After that Geralt heads out while Avallac'h and Ciri stay back at the brothel.

**In the Brothel**

Dandelion announces that he is closing the business and tells Zoltan to pack up. Dandelion tells Zoltan to go to the store to get some wine, because they'll be celebrating today. Zoltan says okay to Dandelion's request. There are also lines of Zoltan playing with and teaching tricks to his owl Pusie. Ciri has some quick one liners if Geralt tries to talk to her.

**Avallac’h - Friend or Foe?**

Once outside the brothel, Yen/Triss is surprised to find out that Geralt decided to leave Ciri with Avallac'h and trust him. Geralt says that Yen/Triss trusted him first and that he trusts them. He says that Avallac’h will put a barrier around the brothel. Triss/Yen says that Geralt is right but they say that there is something disturbing about Avallac’h. Geralt says that he is worried about Schwarz at the

moment. Yen/Triss get a little annoyed and say that they only intended for Ciri to not wander the city and not be stuck with Avallac'h.

**Chasing Philippa: Robert Schwarz's home**
They arrive at Robert Schwarz's home. It appears boarded up and abandoned. Geralt says that he will use Aard to open it. Yen/Triss stop him and say that they will magically open it up instead. This will prevent the noise from drawing attention.

Geralt comments on the announcement about the sale of Robert Schwarz's estate, which took place last week in front of his house. Yen/Triss comment on Philippa's bloody clothes - proof that she was here. Yen/Triss suggests that something strange must have happened here and we should ask the neighbors about Schwarz.

**Chasing Philippa: Talking to the Neighbors**
There are two possible groups of neighbors that Geralt and Yen/Triss can talk to. Both conversations are basically the same. Each of the Neighbors is wearing an item from Schwarz's inventory that the Sorceress could easily recognize (e.g. the butcher living next door is wearing expensive Schwarz glasses, while the second Neighbor uses a magician's staff as a walking stick). In a conversation with the Neighbors we learn that Schwarz was accused of magic and burned at the stake. All his possessions were sold at an auction that took place in front of his house. From this auction, neighbors have items with the Schwarz coat of arms. How did it happen that Schwarz got caught?

Yen/Triss mentions a beautiful large white owl that the children of both Neighbor 1 and Neighbor 2 asked for. The neighbors were unable to buy the owl because they were outbid by a famous, eccentric ornithologist - Professor Augustus Thure. The neighbors are even able to give Geralt and Yen/Triss Thur's address and where to find him (they explain it in such a way that when Thur bought the owl, their children started to roar so much that Thur, in order to calm the

children down, promised them that they could visit the owl in Oxenfurt and left the address. The children have already started counting down the days until the spring trip to Oxenfurt.)

**Philippa the Owl**
Yen/Triss says that from her observations, Robert Schwarz probably doesn't live here anymore, because the house looks totally abandoned. They decide to find professor Augustus Thur. At this point, Yen/Triss begins to have doubts as to whether convening the Lodge is a good idea. Geralt replies that he is aware of how dangerous this organization is. He knows that the sorceresses were behind the assassination attempts on the kings. In the face of the threat that Eredin poses, he decides to take the risk. Geralt decides that he will meet the sorceress near Oxenfurt and look for the professor there.

**Meeting Augustus Thur**
***Note: Unfortunately this scene is in really bad shape and most of the dialogue is gone.***

It is clear that Thur gave the owl to Zoltan. However, it wasn't exactly a sale to Zoltan. It seems that Zoltan is watching the owl or something along those lines. Thur returns back to the brothel to help disenchant Philippa.

**Where is Pusie?**
Upon returning to the brothel Dandelion will speak to Geralt. He is very angry that Bardolf Steel Spear has left the brothel. Geralt can either indulge Dandelion or tell him to fuck off either rudely or politely. He asks Dandelion if he ever got an owl from Schwarz. Dandelion says that he got Pusie the owl some time ago. He couldn't let the wronged animal fall into the wrong hands. Geralt asks how the animal was wronged. Dandelion says that the owl is blind. Geralt is mad that Dandelion didn't tell him this detail. He asks where she is. Dandelion says that she is back at his place with Zoltan. She was being restless so they moved her. Geralt turns around and says that he's going to get the owl. Dandelion is shocked

and chases after Geralt. Geralt turns towards Dandelion, stops, and stops him with a gesture saying that he is staying there.

**Disenchanting Philippa**
With the help of Yen/Triss and Thur Philippa is turned back into a human. Philippa gets angry, then calms down. She asks what's going on. Thure tries to interfere and is outraged. Philippa puts the buffoon to shame with brutal words.

She asks Geralt if he has come for revenge. Geralt says that he wouldn't have let her out of the cage if he wanted to do that. Philippa asks what Geralt wants. He says that he needs her and the Lodge's help. Philippa asks if Amnesia is a recurring problem for Geralt since their last meeting did not end well. Geralt can try and convince Philippa to leave the past behind or go along with the Amnesia joke.

Zoltan barges in the room and is mad that Pusie is Philippa. Philippa tells him to be quiet and that she will deal with him later. Yen/Triss walk into the room. Philippa has unique comments for both. There is some more quarrelling between them.

Geralt and Yen/Triss say that they need Philippa and the Lodge's help with the White Frost and Wild Hunt. Philippa doesn't buy it and asks what's in it for her. He explains that Ciri has returned and Eredin is on her trail. Philippa says she is not threatened by the Hunt. She suspects that the other sorceresses won't be interested in a hard fight either, from which they won't gain anything. Geralt can say that she can save the world but Philippa doesn't care about the world. Geralt can then ask what Philippa wants.

She says that she wants her sight back and wants revenge on Radovid. She demands the first herself and says that she can get to do the rest herself. Yen/Triss and Geralt agree. Yen/Triss takes Philippa to a warehouse at the port to restore her eyesight and reunite the Lodge.

- The warehouse is the same as the one used for Reason of State in the final game

**The Lodge Assembles**
When Geralt arrives he finds Yen, Triss (Both Yen and Triss are present here regardless of choice), Philippa, Keira, Fringilla, and Sheala (If she wasn't killed in The Witcher 2). A quarrelsome conversation begins between the sorceresses. They are complaining that the port location is not a safe place to meet. They complain that Sheala and Philippa caused everywhere to be unsafe for them with their actions in Witcher 2. This devolves into a massive argument about who did what. Geralt tells them all to shut up as they have work to do. Geralt presents the plan for the final battle. Triss says one the sorceresses will have to neutralize the effects of the White Frost. Some will have to fight the Hunt. One sorceress will have to force Isilira to close the portal since Geralt cannot fight Eredin with the portal open. With the plan set the final battle can begin.

**The Battle of Novigrad**
***Note: Unfortunately, there are a lot of missing details for the final battle so this is only a very very rough outline. The start of the battle is missing entirely so we jump to the thick of it.***

**The Battle of Novigrad: Civilians**
Throughout the battle Geralt can hear the cries of citizens begging the hunt not to kill them or take their children.

**The Battle of Novigrad: Keira**
There is a scene where Keira is incinerating the raiders out of Geralt's view, we only see her commenting on the ashes and moving on.

**The Battle of Novigrad: Sheala (If Alive)**
Sheale steps back, composing a spell in her hands. Sheala casts the spell at the Hunt and runs away. Sheala is backed into a corner and blows start raining down

on her. After 1-2 seconds, the Wild Hunt Slaves run up to Sheala and start raining swords down on her. Sheala explodes with magic, blinding the player (if he was looking in that direction). After the explosion all the slaves are dead but Sheala is bleeding heavily and lies against the wall. We can't help her.

**The Battle of Novigrad: Philippa**
On the bridge we see Philippa, who is holding back the attacking Hunt. A magical sphere of heat hovers around the sorceress, the air ripples with incredible temperature, and the wooden elements of the bridge smoke. Before we reach the sorceress, we see Philippa incinerate one Rider after another. Between us and the sorceress, we see 3 witch hunters who decide that the sorceress is a threat and decide to charge her position. However, before they reach her, they burst into flames and die in agony. Beyond the bridge the cold is unbearable and Geralt has to stay inside the sphere if he doesn't want to die. Philippa will escort him. Some of the sorceresses who can protect themselves from the cold are fighting closer to the market, the rest have retreated to protect the civilians.

**The Battle of Novigrad: Fringilla**
Fringilla, surrounded by the same bubble as Philippa (only smaller), constantly teleports between the roofs and the street, avoiding the Hunt Riders (in the same style as Dethmold in Vergen in Witcher 2) throwing lightning bolts left and right. The pursuing horsemen try to keep up with her and avoid her.

**The Battle of Novigrad: Yennefer**
We see Yen standing on fire and defending herself against the Riders of the Hunt. Yen summons two fiery whips, 3-4 meters long, into her hands, which she starts to swing quickly, lashing the attacking Riders of the Hunt. The riders fall under Yen's blows.

**The Battle of Novigrad: Getting to Eredin**
Geralt is fighting some soldiers. Frigilla relieves him and says to go after Eredin.

**Eredin: The King of the Hunt**
Almost all of this fight is missing. However, at some point Eredin tries to summon Ge’els but it doesn't work since Geralt convinced him to abandon support for Eredin in **q311_goebbles**.

Eredin tells Geralt about trying to call for reinforcements and that it didn't help. Eredin understands what happened and knows it's over. He tells Geralt that Avallac'h has betrayed him and tells Geralt where Avallac’h has escaped to - Eredin is sure that Avallac’h wants to do the same as he does (i.e. carry out an elven invasion into our world), and this is only possible from the Tower in Ard Hugtand, and that is where Eredin suspects Avallac'h has gone. Geralt finishes off Eredin.

Philippa is furious. Keira puts all the blame on her - that she was the one who summoned the Wild Hunt. Geralt asks Keira what she's doing. Keira silences Geralt and explains the essence of her deal with Radovid: Handing over Philippa to Radovid in exchange for reducing the persecution of wizards by Radovid's men.

The quest ends here and Geralt will have to go to Ard Hugtand to start **q502_avallach**.

***Concept art depicting Eredin***

# q502_avallach - Tedd Deireadh, The Final Age

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Avallac'h
- Hjalmar
- Mousesack
- Hern
- Skelligers

This quest isn't in great shape with three key scenes being completely missing and very little dialogue being present overall. However, the overall structure of the quest is present with a few key points mentioned.

**Arrival on Ard Hugtand**
***Note: This scene is completely missing. However, from context given in other scenes it is clear that Geralt arrives as Skelligers are preparing for the conjunction as some sort of ritual event.***

**Mousesack's Speech**
Mousesack calls all the islanders from the expedition and speaks to them, referring to the legends and myths of Skellige in order to convince the warriors. He tells the gathered that the elf Avallac'h is trying to open the rainbow bridge and bring about Ragh nar Roog. He stole the Brisingamen crystal from Freya's temple and wants the warriors to act, stopping Avallac’h. Hjalmar states that regardless of past discord between the clans, they must unite and stop Avallac’h. Geralt says he'll help them fight. He shouts that another wave of monsters is coming.

**Ciri and Avallac’h - Partners in Crime?**

Mousesack accosts Geralt, saying that he needs to talk to him in private. He states that there is something else that he did not want to tell everyone gathered. He says that, according to witnesses, Ciri consciously helped Avallac’h steal the stone. Geralt is surprised and asks if Mousesack knows what Avallac’h really wants to do, being skeptical about the Skelligan legends. Mousesack says that he thinks Avallac’h used Geralt to get rid of Eredin and the opposition among the Aen Elle elves. He probably wants the same thing as Eredin - power and invasion of the witcher's world. Geralt asks what the stone is that Avallac’h stole. Mousesack says it's a relic that the first elves left on Skellige. According to legend, it allows one to see connections between worlds. Geralt states that they should get going now.

**Hern Arrives**

***Note: This scene is completely missing. At some point Hern arrives at the event. Unlike Mousesack and Hjalmar he welcomes the coming of Ragh nar Roog that Avallac’h is bringing.***

**An Hour of Trial**

If Hjalmar is the ruler of Skellige then Geralt will end up with Hjalmar as a companion for the rest of the quest. If Becca is the ruler of Skellige then Geralt will end up with Mousesack as a companion for the rest of the quest.

Mousesack is surprised by Hern's behavior but states that the witcher helped him in the past and learned to trust him. He will not abandon him in the hour of trial. Geralt thanks him for his trust and says they should get going.

Hjalmar curses the superstition of the islanders and Hern, and declares that the witcher has helped him many times and will not abandon him in his hour of trial. Geralt thanks him for his trust and says they should hurry.

Geralt and the companion then go to the tower. It is likely that there is some sort of conjunction event similar to the one seen in the final game with Yen.

**Go on Without Me**

At some point Geralt's companion is wounded and cannot continue. If Mousesack is the companion then he tells the witcher that he can't go with him any further. The unnatural cold has left him exhausted. Geralt replies that he will go on alone. He will come back for Mousesack later. If Hjalmar is the companion then he curses at the snowstorm and the monsters and says he is injured. Geralt states that his wounds are serious and he should not go any further. Hjalmar tries to deny it, but realizes that the witcher is right. He stays.

***Concept art potentially depicting the Tower on Ard Hugtand***

**The Tower**

Avallac’h greets the witcher gloomily, hoping that he won't follow them. Geralt

orders him to release Ciri. Avallac’h replies that Ciri is here of her own free will. Ciri appears and confirms Avallac’h's words. She explains to Geralt that they escaped from Novigrad secretly, knowing that Geralt would never agree to Avallac’h's plan. Avallac’h tells Geralt what his plan is. He doesn't care about power, he just wants to stop the cataclysm that is white cold. Geralt asks what this ritual involves. Avallac’h says he must sacrifice his life and Ciri's. Only the elder blood can close the passages between worlds.

Geralt can then convince Ciri to abandon this plan or let her do it. In order to convince Ciri, Geralt will have to have accumulated enough points towards Ciri living via the Life Count. These points are gained in a similar fashion to the final game where Geralt will need to allow Ciri to be more independent during certain situations throughout Act 3. The summaries have noted several of these instances but it is not clear which ones contributed this outcome in the final game.

**Path A: Go on Ciri**
Geralt agrees sadly that the cause is noble and Ciri has the right to decide her own fate. Avallac’h thanks the witcher. He says that Geralt taught him a lot about the human race and that in the past he was too hasty in judging people. He says goodbye to the witcher. Ciri says her final goodbyes to Geralt. This outcome will 100% kill Ciri and Avallac'h. There is no survival here.

**Path B: Stay with me Ciri**
Geralt convinces Ciri that this plan is madness. It is not known whether Avallac’h is right, and even if he is, the cataclysm could happen even in a few hundred years. There must be another, better solution. Ciri lets Geralt convince him and apologizes to Avallac’h. Avallac’h states with sadness in his voice that he can't let them do that. The case is too important and too much depends on it to be wasted for selfish reasons. This leads to a boss fight against Avallac’h.

**Path B: Avallac’h Boss Fight**
If Geralt convinces Ciri, Avallac'h will try to stop them and the player will have to fight Avallac'h with Ciri. The fight begins, Avallac'h is calm but saddened by Geralt's choice. He states that he does not want to hurt the witcher, but he will do so if he has to. Geralt replies that he could say the same thing.

This fight gets more and more intense as it progresses. There is only a limited window where the ritual can be completed and as the end of it draws nearer, Avallac'h gets more desperate which increases the difficulty of the fight.

Avallac'h is irritated by the witcher's resistance, but still confident. He thought it would go faster. Avallac'h declares that it is not too late to stop this madness. Geralt replies that in that case Avallac'h should let them go. Avallac'h states irritably if the witcher is stubborn like all dh'oine.

A second ago, the sound of Kambi's rooster sounded for the third time, which means that the chance to complete the ritual is fading. Avallac'h is enraged by the time pressure and the witcher's stubbornness. He shouts to the witcher that this is the last straw. If the witcher does not come to his senses, Avallac'h will have to kill him. Geralt is clearly tired.

**Path B: Avallac’h Defeated**
**Note:** ***This scene is completely missing. It's not clear what happens except that Ciri survives and the player will get one of the two Ciri alive epilogues.***

# END OF ACT 3

# Epilogue

*You wonder why people don't trust us. But you don't trust them either.*
***Ciri***

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# Ending Mechanics

***Teaser image depicting Geralt and an obscured Ciri***

Throughout Act 3 there are two hidden point counts that are affected by how Geralt acts around Ciri. These counts determine the achieved ending:

**The Life Count**
This determines whether or not Geralt can convince Ciri to abandon Avallac'h's plan to sacrifice her life to stop the White Frost.

- Points are gained whenever Geralt acts in ways that improves Ciris self-confidence and general independence. Points are lost whenever Geralt acts in ways that reduce Ciris self-confidence and general independence
-

**The Nilfgaardian Value (Theoretical)**
There is not really much evidence to support this but based on the existence of **q504_ciri_empress**, it can be assumed that some element causes Ciri to like Voorhis and in general, Nilfgaard. This may be a simple event during the course of Act 3 or a point count like the Life Count.

# q503_ciri_dead - Echoes

**Author: Moonknight**
**Character List:**

- Geralt
- Vesemir
- Eskel
- Child Ciri
- Triss
- Child of Surprise

This ending is achieved if Geralt could not or chose not to stop Ciri from entering the tower.

**The Trail**
Kaer Morhen. Geralt is alone, lying on his bed. Nothing seems to soothe him to sleep. Suddenly, a memory, voices echoing in the distance

> ***Geralt:*** *Hello, guys. It's good to be back home…*
>
> ***Vesemir:*** *Who have you brought to us? Who is this girl?*
>
> ***Geralt:*** *She is my… She is our destiny.*

He gets up. Counting sheeps isn't working, he needs to tire himself. He will hit the trail, checking if the machines, used by aspiring witchers to train, still work.

A shadow appears. A spectre of Ciri. Or a memory of her. The young Ciri asks Geralt to follow her. Geralt complies. He arrives at one of the machines on the trail, tries to tighten the mechanism, to crank up the difficulty to the max.

> ***Ciri:*** *Geralt… I can't do it. It's impossible.*

***Geralt:*** *With that attitude - definitely.*

***Ciri:*** *I had a different one recently, and it didn't help. I'm clumsy.*

***Geralt:*** *Ciri, you're great. You'll do fine. Trust me, okay?*

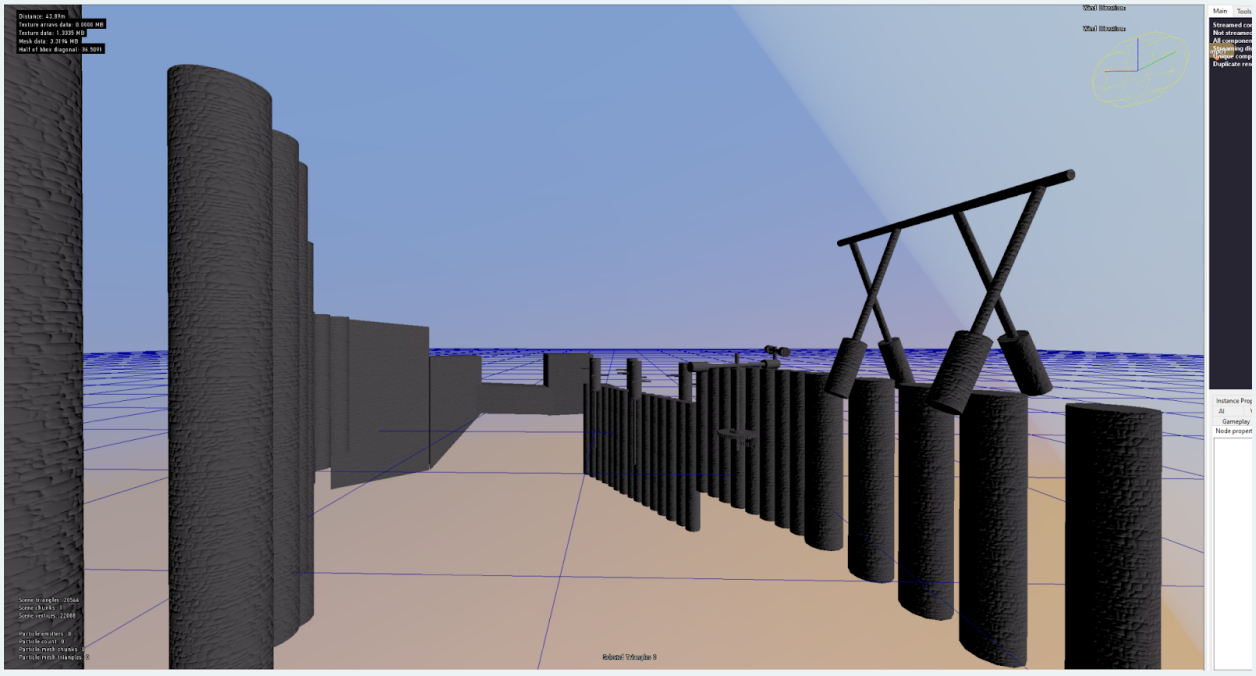
*Hit by the Windmill, Ciri falls*

***Ciri:*** *Aaaaa! Ouch... Leg... I can't feel my leg...*

***Geralt:*** *Ciri... Nothing happened...*

***Geralt:*** *Except that you're dead.*

***Geralt:*** *I need a drink. Now.*



***Another look at the work-in-progress Killer's path***

**Looking for Booze**

The witcher returns to Kaer Morhen. He remembers, there was vodka in the kitchen. Once he arrives, he finds the mug.

But it's empty. Geralt looks around the kitchen.

> ***Ciri:*** *I can't train today... Because I'm... Indisposed.*
>
> ***Eskel:*** *Of course. We'll suspend the exercises until the indisposition ceases. If you need any medicine or...*
>
> ***Triss:*** *I'll take care of it.*
>
> ***Ciri:*** *Uncle Vesemir... I asked Triss... I mean, Mrs. Merigold, to... Because... Well, to stay with us. Longer. But Triss said you have to agree to this because... Agree!*
>
> ***Vesemir:*** *I agree... Of course I agree...*
>
> ***Ciri:*** *And now I'll leave you alone, because I'm sure you want to discuss various important matters with Triss. Lady Merigold, Uncle Vesemir, gentlemen... Goodbye. For now.*
>
> ***Lambert:*** *Damn... To think I didn't believe she was really a princess.*
>
> ***Vesemir:*** *Do you get it, you idiot? If she puts on a dress in the morning... No more exercises for her... Do you get it?*
>
> ***Lambert:*** *Pff...*
>
> ***Geralt:*** *Thank you, Triss. Thank you.*

Geralt needs something stronger. He remembers Vesemir had the recipe for Black Gull. He goes to the chest. Locked, of course. Then suddenly he remembers that Lambert had the key. He kept it somewhere by the alembics.

He will use Lambert's alchemy equipment, to distill the booze. He'll find the ingredients in Lambert's corner. The water he'll have to draw from the well outside.

**Regrets**

Vesemir arrives. He asks Geralt if he’s feeling alright. He was dead drunk. He’s setting a bad example for their latest acquisition. Geralt asks what Vesemir is talking about. Vesemir points towards a figure in the corner.

Ciri.

Geralt looks towards her, confused. Hopeful, under his breath, he mutters

***Geralt:*** *Ciri? How could it be her?*

Vesemir doesn't hear Geralt. He tells Geralt about the merchant they saved, the promise he made of that which he didn't expect. This is the promise. A surprise child.

Geralt asks how it's possible that Ciri is here. Vesemir looks at Geralt, surprised. He says the child looks nothing like Ciri.

Geralt looks again in the direction of the child.

A moment passes by. Standing there, nervously, is not Ciri. But a boy.

Vesemir asks the boy to leave the room so that he and Geralt can talk. The old witcher asks the White Wolf why he is carrying a rope. What does he intend to do with it?

Geralt tells about Black Gull, his visions of Ciri. He talks about his regrets. If he should have acted differently. Vesemir expresses his sympathies, talking about Geralt's sense of guilt towards Ciri. About moving on. He tells Geralt there's a

new boy in the courtyard, awaiting training. Geralt should try and give the boy a better second impression. Maybe tell him about the Trail, make him at ease a bit.

**A New Recruit**
Geralt gets up. He sees young Ciri's ghost again. She yells at Geralt to follow him. She'll help him. Like he helped her.

Geralt follows her, and goes out in the courtyard, to meet the new kid.

> [DEBUG] *He asks him where he's from. Asks him why he's here. That he needn't be scared. This is his new home now. And they'll train him to look after himself.*
>
> ***Geralt:*** *Hi, kid. What do they call you?*
>
> ***Boy:*** *A-ansel.*
>
> ***Geralt:*** *Do you like Kaer Morhen?*
>
> ***Boy:*** *No. It's cold here... And scary.*
>
> ***Geralt:*** *Well, it's true, it's scary here. But you can get used to it.*
>
> ***Boy:*** *But I felt good at Mrs. Jaworzna's. I didn't want to come here.*
>
> ***Geralt:*** *Neither of us wanted to.*

The two talk, and the boy has many questions about witchers, monsters. The kid says he's heard everyone say that witchers eat babies, but neither Vesemir nor Geralt look like the baby-eating type. The medallion, about fighting. About Geralt’s yellow eyes.

Geralt explains everything. Then he says it's time to go.. He'd like to show him the Trail, to tell him about witchers' training there.

**Nothing to be Afraid of, anymore**

***Note: It's unclear if this happens on the Trail or there's a time skip and they are back at Kaer Morhen***

The boy notices a bird flying near them. It has a ring, with a message on it

> ***Boy:*** *Letter! The bird has a letter tied to its leg!*
>
> ***Geralt:*** *I can see it. You don't have to yell.*

Geralt opens the letter.

***Note: the contents of the letter depends on romance choice.***

> *[Comment] Geralt reads the letter in silence; Yennefer's voice is heard*
>
> ***Yennefer:*** *I've already lost Ciri. If you disappear from my life now, I'll be very, very angry. I'll find you and show you how angry. So you'd better come to me first. Please, Geralt. Please. Yennefer. .*
>
> *[Comment] Geralt reads the letter in silence; Triss's voice is heard*
>
> ***Triss:*** *I heard what happened to Ciri. I'm terribly, terribly sorry. I can't imagine what you must be going through right now. But maybe it will be easier for you to go through it with me. You know where to find me. And how much I would like you to come. Your Triss.*
>
> *[Comment] Geralt reads the letter in silence; Dandelion's voice is heard*
>
> ***Dandelion:*** *Geralt, I'm worried. Write how you are. Or better yet, don't write anything, just come to Novigrad right away. And don't do anything stupid, I'm the one for that, remember? Your friend, Julian Alfred Pankratz. AKA Dandelion.*

> [DEBUG] *The boy asks Geralt what the message said. Was it from his girlfriend? He starts prattling away about his girlfriend. When he realises that he won't be seeing her again, his mood drops.*

Geralt decides to leave. He mounts on his horse, departing from the keep. The boy says his goodbyes. Geralt turns, takes a look. He sees Ciri.

> ***Ciri:*** *I'm scared.*

> ***Geralt:*** *There's nothing to be afraid of anymore.*

# q504_ciri_empress - Tears

**Author: Ferroxius**

**Character List**

- Geralt
- Ciri
- Yennefer (Dependant)
- Triss (Dependant)
- Dandelion
- Zoltan
- Innkeeper
- Innkeeper's Wife
- Korrend
- Messenger

This ending is achieved if Geralt managed to convince Ciri to abandon Avallac’h’s plan but allowed Ciri to become close to Voorhis.

**The Sleepwalking Innkeeper**

It is not quite clear how the quest begins but it appears that Geralt and Ciri are at an inn. Geralt speaks with the innkeeper and his wife about a problem the innkeeper has been having. Apparently he's as of late been sleepwalking into the woods only to return naked and unable to recount the night's events. Geralt says they'll look into it and heads out with Ciri

**An Unjust Hanging**

While tracing the innkeepers tracks they come across a group of hanged elven civilians. Ciri is upset at this apparent lynching and states that this unjust brutality must end. Geralt can respond in a few ways:

- He can claim this will only end when all the elves are dead. Ciri claims that once the elves are dead, a new target will be found. Geralt bleakly asserts that witchers will probably be among them
- He can claim that it isn't their job to do anything, that it's the job of kings and emperors. Ciri appears frustrated at this
- He can claim that this is just life, Ciri angrily responds that Geralt managed to change the fate of the world by opposing Avallac'h, she claims that if this is just life then it must change

Regardless, Geralt will say that they should keep going but Ciri insists that they bury the elves. Geralt complies and they do so. After burying the elves, Ciri sadly says she doesn't know how elven funerals are held but Geralt claims he knows a few words. Ciri requests they at least give the elves a decent funeral then. Geralt can either agree and speaks the words he knows or he insists they let them go now. Regardless, Geralt and Ciri move on

**Tracing the Thread**

Geralt and Ciri continue tracing the tracks of the innkeeper until they reach a nearby stream where they break off. Geralt also comments that it almost looks like the innkeeper was trying to cover his tracks, he concludes though that there is no point trying to follow the tracks now. Ciri asks what they do now and Geralt suggests that they head back to the inn and wait for the innkeeper to start sleepwalking again, they'll then follow him. Ciri agrees and they head back.

- Rather humorously, if Geralt goes too far from Ciri while tracking the innkeeper then the game will account for this. Geralt will find Ciri near where he abandoned her, she demands to know where he went. Geralt can either claim he got lost or that it was a test to see how Ciri could cope on her own, but she doesn't seem convinced. Regardless she tells Geralt that she tracked the innkeeper on her own but found the tracks disappeared

into the stream, Geralt like above suggests that they wait until night for the innkeeper to leave and they follow him.

**Waiting**

On returning to the inn they find the innkeeper's wife rushing around muttering to herself about prepping the inn. Geralt asks what's going on and the innkeeper's wife claims that a messenger from the Nilfgaardian embassy came by just then and requested that she prepare the inn as if it was a wedding. She also informs Ciri that the messenger left a letter for her, Ciri tells Geralt that she thinks she knows who it's from and asks if she can read it in private which Geralt agrees to.

While waiting, Geralt goes to a nearby table where Dandelion, Zoltan and Yen/Triss are sitting at. Geralt converses with the group and asks what they plan to do in the future, If Geralt previously completed **Cabaret**, then Dandelion boasts about how well his brothel in Novigrad is doing. If Geralt didn’t complete the quest, then Dandelion says that while his brothel in Novigrad has fallen into massive debt he still wants to keep going with his dream of a better workplace for prostitutes. Zoltan generally does not have much in the way of plans and continuously mocks Dandelion during the conversation (At one point even alluding to the fact that Dandelion is balding). Yen/Triss leave the conversation relatively early and tell Geralt to see them upstairs if they want to talk.

Heading upstairs, Geralt speaks to Yen/Triss. Geralt tells her that Ciri received a letter but doesn't want to say who it's from. Yen/Triss generally tell Geralt not to pressure Ciri about it and that she'll tell Geralt when she wants to.

- If Geralt takes too long conversing and drinking with Dandelion and Zoltan then Yen/Triss will already be asleep and brush Geralt off if he tries to talk to them.

**The Cheating Ruse**

Geralt goes to Ciri's room but cannot find her there, he assumes that Ciri decided to go ahead and find the innkeeper without him. Geralt heads out and tracks the innkeeper and Ciri's tracks. This time as Geralt approaches the stream he can more clearly make out the two tracks and follows them into a forest, noting that the innkeeper seems to have been carrying something and was cautious, while Ciri was sneaking not far behind.

Eventually, Geralt reaches a clearing in the forest where he finds Ciri, the Innkeeper and a Korred playing dice and generally having a good time. Geralt interrupts and threatens the Korred but Ciri claims that he's harmless, Geralt retorts that he puts spells on people to make them forget what happens. The innkeeper pipes in however and confesses that he never forgot anything, he had been meeting and playing cards with the Korred of his own volition. Geralt asks why and the innkeeper claims that although he's certain the Korred cheats like the devil he is at least some form of entertainment. Geralt orders the innkeeper to go back to the inn and he complies but requests that Geralt does not tell his wife about this otherwise she'll tan his hide, Geralt can either agree, disagree or agree as long as he stops coming.

Geralt also motions Ciri to come along but she tells Geralt that she can't as she lost something to the Korred. She explains that the letter came from Voorhis who wishes for her to marry him and rule Nilfgaard alongside him. Included in the letter was Emhyrs signet ring as proof of his support in all this. When Ciri had found the innkeeper with the Korred she was motioned to wager something and she figured that she'll bet the ring and let fate decide if she becomes empress or not. She was not lucky however and lost the ring.

**Getting the Ring back**

Ciri begs Geralt to help her recover the ring, Geralt can either scold her for being irresponsible or reassure her that he'll get it back. Regardless, Geralt speaks to the Korred and demands that he give back the ring but the Korred refuses. Geralt has a few options to acquire the ring.

- Fight the Korred - Geralt fights the Korred and defeats it. The Korred reluctantly gives up the ring.
- Play a game - Geralt and the Korred agree to play a round of either dice, the drinking minigame, or riddles. If Geralt wins then he gets the ring, if he loses then he has to give over his sword (This probably also defaults to the fight option).

Once Geralt has the ring he and Ciri start heading back to the inn. Along the way, Geralt asks if Ciri thinks this means that fate wants her to become empress. Ciri claims that even if fate wants this, she isn't sure if she herself wants it. Geralt has a few ways he can respond.

- He can assure Ciri that she could do a lot of good as Empress. Ciri contemplates though if she would actually do anything or simply be an accessory for Emhyr and Voorhis. Geralt claims that she's more influential on them than she thinks.
- He can warn Ciri that being a ruler is a tough job and she would have to constantly be aware of enemies. Ciri jokes that the worst part of this vision would be the prospect of having to wear a dress.
- He can tell Ciri that she isn't cut out to rule as she is too honest and doesn't like war. Ciri thinks though that it's probably what the world needs, a ruler who doesn't seek war, but Geralt isn't optimistic.

**The End**

Arriving back at the inn, Geralt speaks with the innkeeper's wife about her husband. Geralt has the option of either telling the wife the truth or not which

impacts her response. Regardless, a messenger enters the inn and publicly reads out a message appealing to Ciri to accept Voorhis' proposal. Ciri declares that she accepts this proposal, but quietly tells Geralt to accompany her to court. She is evidently nervous.

Geralt agrees. He and Ciri exit the tavern with the messenger, and the game ends.

# q505_ciri_free - Goodbyes

**Author: Glassfish**
**Character List:**

- Geralt
- Ciri
- Bruxa
- Zvonimir
- Zvonimir's child
- Triss or Yennefer
- Zoltan
- Dandelion
- Priscilla
- Stjepan
- Smith

This ending is achieved if Geralt managed to convince Ciri to abandon Avallac’h’s plan and prevented Ciri from becoming close to Voorhis

**A Beautiful Day for Fishing**
Geralt and Ciri are out fishing around the outskirts of Novigrad. Nearby, between the trees at the edge of the forest, you can see an old mill, whose wheel is powered by a fast-flowing stream. The orange sun slowly sets, hiding behind a wooden building. The forest is getting dark and gray. Ciri is holding an envelope, on which the Nilfgaardian seal with the sun in the coat of arms is clearly visible. The girl's hands break the sealing wax with a crack. Ciri beings to read the message,

*"We, Emhyr var Emreis, Deithwen Addan yn Carn aep Morvudd, bla bla bla… Emperor of Nilfgaard, call upon Cirilla Fiona Elen Riannon, the rightful heir to the crown, to the imperial court in the city of Nilfgaard, bla bla bla…*

*Emperor of Nilfgaard we call upon Cirilla Fiona Elen Riannon, the rightful heir to the crown, to the imperial court in the city of Nilfgaard, blah blah blah..."*

Geralt asks her to read and not to blab. Ciri says the letter is boring. Geralt says that this letter is probably serious. Ciri runs her eyes over the parchment. She says it's even more serious, Emhyr wants to abdicate and put her on the throne. Geralt freezes. He stops examining the tracks on the path. He slowly gets up and walks over to the stone where Ciri is fishing. He takes the letter from her hands and glances at it. After a moment, he nods and hands the letter back to the girl. Geralt says that he's done many things but he's never been looking for traces of a Bruxa with the Empress. Ciri says that Geralt will not.

Ciri slowly, methodically tears the paper into small shreds, which she throws into the stream flowing toward the mill. The parchment particles are carried away by the current. Geralt asks if she is sure about that. Ciri says that politics stinks more than a rotting corpse. Geralt says that they will soon find out. Ciri looks at him in surprise. Geralt points. Nearby, among the bushes, there is a corpse. Geralt asks for Ciri to go back to the inn. Ciri is insulted and Geralt can reply in a few ways. He can say that finding Ciri was so hard and that Bruxae are dangerous and he doesn't want to lose her again. Ciri reassures that nothing will happen to her.

Geralt asks Ciri what she knows about Bruxae. She says a Bruxa uses the power of sound, can overpower an opponent with a squeak, attacks both at night and during the day. She appears in the form of a woman. She is often confused with a mermaid or a dryad. She has the ability to charm and telepathy. To gain power over a given creature, she must regularly suck its blood. She has the ability to polymorph into a black bird or a bat. Geralt can see that Ciri has done her homework. Ciri says that she wants Geralt to be proud of her. Ciri says that Geralt can protect himself from the sound waves with the Heliotrope sign. Geralt says

that they will follow the blood and trail and that Ciri should stay two steps behind.

**Tracking the Bruxa**
Geralt and Ciri are tracking a bruxa who they find is hiding in the ruins of a mill. In the gameplay, Geralt tells Ciri to follow him. The girl purrs in agreement. She adds that she loves hunting with the witcher.

**The Mill**
Ciri suggests a high balcony as an observation point, which was created after the granary roof collapsed. Geralt agrees to the proposal. After the dialogue, they both go to the balcony in the gameplay.

Geralt and Ciri talk briefly about the contract. Farmer Zvonimir, who ordered them to kill the bruxa, claimed that the monster was in an old granary. He himself inherited the land and building from his deceased uncle, but it turned out that he had no access to the estate because the monster slept in the building. Every night the Bruxa goes hunting and spends her days sleeping. The Bruxa even tried to kill him. Geralt states that now they must wait until dawn for the vampiress to return.

**On the Balcony**
Ciri says that they better not fall asleep waiting for the Bruxa. Geralt says that if they do they might not wake up. Ciri says that they will talk to stay awake. Geralt can ask Ciri why she doesn't want to be the empress, what she would rather be doing, and what he himself plans for his future.

Geralt and Ciri's discussion about her not wanting to be empress centers around her simply not being interested. Geralt says that she is well qualified. Ciri responds by questioning if she has to rule by simply not being the worst.

When Geralt asks what Ciri wants to do she says that she wants to do what she is doing right now, be a Witcher. Geralt reminds her that a Witcher's life is short and dangerous. Ciri says that she prefers that.

When discussing his own future Geralt says that it feels good to be back on the Path. Ciri asks what Geralt will do after defeating the Bruxa. He says that he wants to leave Novigrad.

**The Bruxa**
The Bruxa suddenly appears in the mill ruins. Geralt shouts at Ciri in gameplay to attack vital points. Ciri is not a witcher, she cannot see them, so she simply attacks the creature. Geralt says that they should light up but Ciri says that she still can't see. Geralt says that she is not a Witcher but Ciri is determined to fight the Bruxa.

- These lines of dialogue reference the Combat Focus mode that the player is able to utilise while playing Geralt. It is exclusive to Witchers.

**Aftermath**
After killing the Bruxa, Ciri says that they make a great team. Geralt simply says that it went smoothly. Ciri says that they'll be a legendary Witcher team. Geralt says that she must be kidding since Ciri doesn't have Witcher Senses. Ciri says that she will learn them. Geralt says they need to get some proof that they killed the bruxa. Remember that people never trust Witchers.

**About Trust**
After picking up the trophy, Geralt decides that it should be convincing enough. Ciri thinks that the witcher should trust people more since maybe they would trust Witchers more in exchange. Geralt says that during all these years that he's been on the trail, people have done everything to make him lose trust in them. He says it's time to head back.

**Visiting Zvonimir**

Geralt and Ciri arrived in front of an inn near Novigrad where they were staying. The two horses they rode are standing by a pasture. Geralt in the gameplay tells Ciri to go with him to the shepherd Zvonimir. His hut is nearby. Ciri nods. Geralt says that if she wants to be Witcher she will need to collect payment and will need to come with him to collect it.

**Collecting Payment**

Geralt and Ciri arrive at Zvonmir's hut. His child asks him what are these freaks. Zvonmir tells them to go feed the chickens. They protest but eventually listen and leave. Geralt says the contract is done. Zvonmir asks if they have proof and Geralt shows the head. Zvonmir pays but Ciri protests that it’s not even half the agreed amount. The Witcher looks at the purse and says that it is definitely less than the amount they agreed on. Geralt demands the full price, but Zvonimir does not intend to pay. He does not expect the witcher to raise a hand against him or anyone from his family. Geralt declares that he won't lift it. But he'll punch its muzzle with pleasure. After this line, Geralt and Zvonimir fight with fists in gameplay. Geralt apologizes to Ciri before starting the fight. He explains that she should learn from this if she wants to be a Witcher.

**After the Fight**

When Geralt wins the fight, Zvonimir continues to be a dick but hands over the proper payment. He promptly kicks both Geralt and Ciri out. Geralt says that this was a lesson that Ciri must remember. Ciri says she won't forget.

**Outside Zvonmir's Hut**

Ciri says that she doesn't understand why people treat them like this. They are saving them. Geralt says it's because they are afraid. People are afraid of everything that is different, strange... Incomprehensible. And when they are afraid, they start to hate. Suddenly Geralt's lover (either Yen or Triss) arrives. She says to Ciri that Geralt and her must have a private talk.

The sorceress reproaches the witcher for exposing Ciri, who did not undergo training and mutation in Kaer Morhen, to danger. Triss is disappointed with Geralt's attitude, which stupidly exposes Ciri to danger. Triss has a different idea for Ciri's future, but being a witcher does not fit into her plans. Geralt defends himself by saying that he doesn't take Ciri when the tasks are difficult and extremely dangerous. At the end of the conversation, the sorceress tells Geralt that Zoltan and Dandelion wanted to have a drink with him. They are both in a nearby inn. The sorceress says she will be in her room, then leaves the dialogue and disappears.

If Geralt doesn't have a lover, Zoltan enters the dialogue and invites Geralt and Ciri to the inn. The friends want to have a drink in good company. The dwarf asks them to join them, because they have some news from the world.

**Approaching the Inn**
If Geralt killed Hubert in **q308_psycho**, Geralt meets Priscilla leaving the tavern right at the entrance. The girl greets the witcher and asks him not to drink Jaskier into unconsciousness. Just this once. Having said that, she leaves the tavern. Geralt promises that he will comply.

**Meeting Dandelion (Priscilla Alive)**
Geralt enters the inn and is greeted in gameplay by a happy Dandelion. The poet is beaming. He asks Geralt to join him and Zoltan, then moves on gameplay towards the dwarf sitting at the table. Geralt warns him not to drink too much because his girlfriend has some romantic plans for the evening. Dandelion says Geralt has no idea how many times a day she can be romantic. Alcohol won't stop him from doing anything. Quite the opposite.

**Meeting Dandelion (Priscilla Dead)**
If Geralt did not kill Hubert in **q308_psycho**, Dandelion approaches the witcher at the entrance to the inn. The poet is devastated and remembers Priscilla with sadness. He informs the witcher that the girl was murdered, and the way it was

done points to the same murderer that Geralt was once looking for. He asks Geralt to join him and Zoltan, then moves on gameplay towards the dwarf sitting at the table.

***Note: Priscilla and Blanka are still two different characters in this version. The idea here is that if Geralt does not find Blanka's attacker in q308_psycho then Priscilla will be killed by him by the time of the epilogue.***

**Drinking with Friends**
Ciri approaches the group and sits at the table. Zoltan and Dandelion pass on political gossip from the city to the witcher, but Geralt isn't really interested. He had already achieved inner peace when he found Ciri, so news from the world doesn't impress him. During the conversation, the friends decide that such good company requires celebrating this moment with alcohol. Zoltan either states that Geralt no longer has the head he used to have or that Geralt is getting old, but he still has a strong head (not clear what the condition is here). The slightly drunk companions exchange gossip from around the world. Some important information is revealed. Dandelion has no news from Dudu and (if he is alive) from Blanka. The poet also does not know what is happening with Roche and Corrine. If Geralt did **sq303_brothel**, the poet is a successful businessman and his brothel looks great and is full of guests. If Geralt did not do **sq303_brothel**, Dandelion is bankrupt and his brothel is decaying and empty. The heroes also talk about how Iorveth is doing.

- Some comments from Marcin Blacha, CD Projekt RED's Lead Writer at the time, that Iorveth's storyline is not closed here, and what exactly is said was never written.

Suddenly, a man approaches the group and asks if he can talk to them. Zoltan invites him to the table, but the peasant suggests that he is not interested in such company. He comes with a mission for the witcher. His name is Blagoj, and his flocks of sheep are being eaten by a huge monster. From the peasant's

description, the witcher concludes that it is a Manticore. Blagoj heard that Geralt did well with the bruxa, so he came. The peasant offers a beggar's wage for the job. The witcher tries to haggle, but Blagoj defends himself by saying he has no money. Geralt accepts the offer and the peasant leaves.

Zoltan and Ciri say they don't understand why Geralt agrees to be treated like this and that it's completely disrespectful. Geralt says that he and those like him are despised. And it's rare that a mission comes to him on its own. Ciri states that she doesn't understand him at all. She adds that she's had enough of the conversation. The friends drink until they are unconscious and at some point Ciri decides that she has had enough. She thanks him and goes to her room. She leaves the dialogue and disappears.

Zoltan starts telling the witcher about his plan to marry Eudora. The drunk dwarf's story drags on a bit, and the tipsy Zoltan doesn't notice that Dandelion has already fallen asleep on the table. Zoltan and Geralt toast to the dwarf's marriage plans.

**In the Morning**

Geralt goes down the stairs to the main room of the inn, where the innkeeper Stjepan is. Geralt says that it's a bit empty today. Stjepan says such is the life of an innkeeper. One day there are lots of people and crowns are pouring in streams, and then nothing. Geralt asks if he has seen his friends. Stjepan says that Zoltan and Dandelion paid and left.

Triss/Yen approaches Geralt. She says that she just ordered breakfast and if Geralt will eat with her. Geralt says that he would be happy to. Dandelion and Zoltan couldn't wait for Geralt to wake up. He slept like a log. Triss/Yen asks what Geralt's plans are and asks that Geralt not take Ciri with him. Geralt can either say that he won't take Ciri or demand that she not lecture him.

Geralt says that he will go fight the Manticore alone. Triss/Yen asks if they can be of help. Geralt says only if she knows how to make a trap for a manticore. It's an old female, so he'll try to lure her with male pheromones. Triss/Yen says that she has some Ostmurk potion that Geralt used against the Kayran. It can be used to neutralize the Manticore toxins.

Triss/Yen demands that Geralt be careful and to not tell Ciri anything. He should prepare the potion before he sets off. If he lacks ingredients, he can buy them from the innkeeper. He's well-stocked.

**Where is Ciri?**
Geralt wonders where Ciri went and says he should ask the Innkeeper. If Geralt asks the innkeeper Stjepan about Ciri, he will learn that the girl armed herself, took a horse and rode away. At the crack of dawn she saddled her horse and rode off. He was even surprised where she was going, but she said she liked morning rides.

**Buying a Trap**
Geralt can also buy a Manticore trap from a smith. The dialogue is generic but the whole process is similar to the preparation for the Kayran fight from The Witcher 2.

**Tracking Ciri**
Geralt can track down Ciri's horse with his Witcher Senses. This time she's gone crazy. He doesn't know what she thinks she's doing, that she went mushroom picking...

**Finding Ciri**
Geralt finds Ciri by the Manticore's lair. Geralt asks what she is doing. Ciri tells him to be quiet and that the Manticore is not in the nest. It's big. Geralt says that he promised not to put her in danger and that she should go back to the inn. Ciri says that she's a big girl now. Geralt relents and they both wait for the Manticore.

**Preparing for the Fight**
Time to prepare for battle. Ciri is not a witcher, so she cannot drink potions, causing a moment of confusion. Ciri states that she will prepare the weapon then. She says she can manage without potions despite Geralt doubting this.

Ciri asks if Geralt is ready to which he can say yes or no. Geralt says that Ciri needs to have patience. Without it, they have no chance of surviving the encounter with the Manticore. He says that they need to take a strategic position. Ciri points out a rock shelf above the lair. Geralt says that's a good spot.

**The Manticore Attacks**
Geralt and Ciri are waiting for the monster in a manticore nest. Bones and skulls of various sizes are strewn across the rocky ground. Geralt has set a trap in the middle. It's a large piece of meat soaked in pheromones to lure the manticore. A small stream trickles down the rock. Geralt and Ciri wait in a meditative pose. Ciri glances at Geralt every now and then to make sure she is faithfully imitating her mentor.

Geralt raises his hand in warning. Ciri falls silent immediately. Somewhere above them, the roar of an approaching monster resounds. Geralt draws his sword in a fluid movement. Ciri does the same a moment later. The monster, a mixture of lion, bat and scorpion, drops to the ground and grabs the meat with its claws, sinking its fangs into it. It hasn't noticed Geralt and Ciri standing by the rock wall yet. Geralt gestures for Ciri to approach the monster from behind. Ciri nods in agreement and silently moves along the rock wall, circling the manticore that is devouring the meat.

Suddenly the manticore raises its head and with a lightning-fast blow of its tail knocks Ciri down, who only thanks to her extraordinary agility avoids the monstrous spike at the end of her tail. Ciri hits her back against the rock. At the same moment Geralt screams and attracts the attention of the manticore, which throws itself at him. Geralt skillfully cuts the monster across the paw, severing

two paws armed with claws. A monstrous roar is heard. At the same time, Ciri picks herself up from the ground, wipes the blood flowing from her mouth, and attacks the manticore from behind. The monster turns around abruptly, allowing Geralt to slash to the side.

The manticore walks to the wall, positioning itself so that it has both pursuers in sight. Close-up of the monster's muzzle. Suddenly, something strange happens. The panting, wounded monster begins to release clouds of steam from its mouth. At that moment, snow begins to fall, and the moisture on the walls turns to frost. The manticore rushes towards Geralt, then makes a sudden turn and catches up with the gasping Ciri. Geralt rolls under the monster's paw and almost at the last moment tears Ciri from the monster's jaws. Geralt pushes Ciri toward a ledge below. The girl is dazed from the impact and shivering from the cold. They jump down onto the ledge.

He tells Ciri to wait here. She protests. He says that she is hurt and will get in the way. Geralt jumps back into the nest and stands opposite the monster.

**After the Battle**

Geralt successfully kills the Manticore alone. After killing the manticore, the witcher goes to talk to Ciri. The girl is sitting on a rocky ledge, where the witcher left her. In the conversation, Ciri is shocked by the proximity of death. Geralt and his adopted daughter have a serious conversation about Ciri's future. This dialogue is the culmination of the entire epilogue. The girl did not realize that being a witcher means constantly facing danger, people's lack of gratitude, poor pay and hatred. What's more, Ciri states that the snow did not appear out of nowhere. When she was threatened, she tried to cast a spell and felt the White Frost breaking into this world. Ciri did not sacrifice herself to close the rift between worlds and now her remorse returns. As a result of the conversation, Ciri comes to the conclusion that she will travel between worlds and find a way to stop the White Frost. They both decide to go back to the inn.

**Goodbye Ciri**

We see Ciri ready to go. She stands by a loaded horse. Geralt, the sorceress(if a lover), and Ciri say goodbye in a moving way. Ciri swears she'll come back, but her voice still trembles. The sorceress gives the girl wise life advice if she is present. Geralt is also concerned. They finally say goodbye.

# Side Quests

*Everything for her savior… Now I understand why women are so drawn to you.*
***Dandelion***

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# Velen

## sq101_keira - A Favor for a Friend

**Author: Ferroxius**
**Character List:**

- Geralt
- Keira
- Village Head
- Peasants

This quest can be started after the completion of **q104_mine.**

**A Mysterious Attack**
Geralt comes across a commotion outside the village near Keira's hut. In a field lies a mutilated corpse. Geralt talks to the peasants and learns that the man was killed by a "Clay man". Strangely this clay man has only bothered this village and only tends to attack those that wander into the forest. The peasants all advise Geralt to talk to the village elder for more info.

Geralt talks to the village elder about what's going on and says he can take care of the monster for a price. The elder offers a meagre reward which Geralt can accept, or he can work for less or try to weasel out more coins.

Geralt can come across the "clay man", who is a golem, prior to starting this quest. If he has done so he claims he tried attacking the golem but it was immune which the village head also confirms when they tried hunting the clay man. Geralt regardless will mention magic and the head suggests he talk to their village witch (Keira).

Talking to Keira, Geralt explains he's taken on a contract to kill a golem but cannot harm it. Keira claims she knows a spell that could help but first needs Geralt to acquire strong alcohol, bear liver and griffin eggs for her (If Geralt already has these then the quest proceeds immediately). She thanks Geralt and tells him to meet her in the clearing the golem is at night. She also tells Geralt to bring flowers which Geralt finds strange but agrees to anyway.

**Not What I Expected**

Geralt goes to the clearing at night and finds Keira at a table adorned with food, candles and illusionary music playing in the background. Geralt asks what Keira is doing and she says she wants to have dinner and converse with Geralt who she sees is the only suitable person in Velen for such a task. Geralt can try to back out from this but Keira says she won't help Geralt in dealing with the golem if he doesn't have dinner with her. Geralt can back out for good or sit with her (If he backs out he will have to figure out how to disable the golem on his own).

If Geralt decides to stay then he sits with Keira and they can talk about a few things while having dinner.

- Geralt can ask where the food came from. Keira confesses that most of the food is an illusion except for what Geralt brought her, scrambled eggs with bear liver. Geralt is annoyed with Keira for this since he risked his life but Keira waves it off.
- If Geralt collected some flowers then he can give them to Keira who thanks him and puts them in a vase on the table. Geralt can complain about being Keira's "errand boy", collecting flowers for what he assumed was an important task. Or he can be flirty.
- Geralt can inquire about the music which Keira claims was to lighten the mood. Geralt can either claim its romantic or annoying drivel.

Once dinner is done Geralt asks what now. Keira says that since Geralt had dinner with her she will help him with the golem, or they could spend some more time together. Geralt can either agree which leads to a sex scene or disagree and the scene continues.

Keira tells Geralt that golems are powered by a stone that should be easy enough to track around the village. Geralt thanks her and heads off.

**The Golem**
Geralt through gameplay tracks the golems power stone (It is unclear if he does this just through witcher senses or something else). He also at some point can come across evidence of who the golem belonged to. It used to belong to a dwarven blacksmith called Baroch whose family was murdered.

Eventually he finds and destroys the source, and waits for the golem to appear. He then fights and defeats the golem.

Returning to the village head Geralt says the job is done and is given the reward. The elder also inquires about if Geralt found out why the golem was bothering them and Geralt can mention Baroch if he found the evidence, otherwise he takes the reward and leaves, ending the quest.

# sq102_letho - Ghosts of the Past

**Author: Ferroxius**
**Character List:**

- Geralt
- Letho
- Elf assassin
- Baron
- Nilfgaardian assassins

The quest can be started after the completion of **q102_baron.**

**Commission**
***Note: This section is not required to start the quest as Geralt can start it by coming across the mansion or the elf hunter.***

Geralt talks to the Baron about any possible work. The baron claims that there's an abandoned mansion deep in the swamps to the south. The place is supposedly cursed and a few daredevils have tried to enter it never to return. The baron thinks it would make a good hideout if things go wrong for him and wants Geralt to lift the curse there. He also asks Geralt to keep this between the two of them so people don't learn about the disenchantment. Geralt heads out.

**The Elf Hunter**
On the way to the mansion Geralt can encounter an elf fighting some monsters in the swamp. After helping dispatch the monsters he talks with the elf. The elf claims he is a monster hunter like Geralt and that he is hunting "A brute big as an oak, quick as a serpent, with fangs like scythes and claws as long as your swords.". Geralt finds the description odd but wishes the hunter luck anyway and continues on to the mansion.

**The Mansion**

Arriving at the perimeter Geralt finds the gate locked and looks for a way in. Eventually he manages to get in through the chimney and starts looking around. He comes across the remains of a family of survivors who tried to set up here. Exploring more rooms in the mansion he notices that someone has rigged up traps. Working through them he eventually reaches the attic where he finds his old enemy Letho waiting for him. Geralt asks what Letho is doing here and he says he's hiding from Nilfgaardian assassins. He warns Geralt that they are in the building right now and the traps are for them. He asks if Geralt would help him take them out carefully by luring them into his traps. Geralt agrees.

- Letho takes Geralts swords at this point as well although it's unclear why in terms of story.

Through gameplay, Geralt has to lure the assassins in various rooms of the house into Lethos traps with Letho standing by for backup just in case. They do this in the hunting room, pantry, kitchen, library and basement.

Once all the assassins are dealt with Letho tells Geralt to follow him. They go to another room in the house containing what looks like a mouth in the middle of the room. Letho explains that the house is indeed haunted and needs "feeding" from time to time. He drops the corpses of the assassins down the hole and it seems to satisfy the house. Geralt comments that he can feel malignant energy coming from the hole and determines it is probably the source of the curse.

The house grows quiet. Letho says that there's one more assassin that he reckons was sent not by Nilfgaard but by the lodge as revenge, he also claims this assassin is even more deadly and would even be Leo Bonhart's twin if not for the fact he's an elf. He gives Geralt his swords back and the assassin enters the room, who

turns out to be the same one Geralt saved in the swamp. The assassin tells Geralt he can leave if he wishes as he has no quarrel with him but Geralt refuses.

They fight. Through gameplay it seems the elf is too skilled to be killed conventionally and must be Aarded by Geralt into the hole in the room. Once done, Letho remarks that he hoped the house would be satisfied after that feeding, Geralt thinks it's only grown stronger. Geralt claims if they learn what happened here they could find out how to break the curse but Letho says that isn't important right now and that they should go.

As they start to leave, the house evidently does not want its next meals to leave and attacks them with flying cutlery. Geralt and Letho scramble to a broken wall that Letho had previously used to get in, only to find it blocked by a bookcase and rubble (Letho thinks either the house or the assassin did this). He asks Geralt how he got in and Geralt mentions the chimney but Letho thinks if they tried climbing it the house would start a fire under them.

Geralt and Letho decide they have two options. They could go into the basement and destroy the support pillars collapsing the house on the mouth, or they could figure out how to lift the curse.

**Option 1: Destroy the house**
Geralt and Letho go to the basement. Geralt takes the pillars on the right, Letho on the left. They have to destroy them at the same moment.

On destroying the pillars they rush out of the house as it collapses. Making it outside Letho thanks Geralt for his help and says he owes him one. He tells Geralt that if he needs him, he'll be staying in a nearby abandoned village afflicted by the plague. He and Geralt part ways.

**Option 2: Lift the curse**
Geralt and Letho look through the house. They come across a portrait of a married couple which Letho recounts are actually siblings although Geralt doubts if incest is related to the curse.

They in another room find the diary of the woman in the portrait Dolores. According to the diary she was smitten with her brother but also the family hunter Roderick. Apparently this caused quite a few rows between her and her brother Humbert. They also later on read Humbert's diary which reveals that he killed Dolores and Roderick and walled up their corpses in the basement.

Geralt and Letho go to the basement and find the wall although it is quite well built requiring both the witchers to aard it down at the same time. Geralt enters and finds the remains of Dolores and Roderick, although the condition of the remains suggests Roderick may have still been alive. Geralt theorises that Roderick driven by hunger had to eat Dolores' corpse and cursed Humbert for it, creating the mouth in the house. He claims that if they fed the remains of the lovers (who are the source of the curse) to the mouth the curse would be broken.

Geralt and Letho take the remains to the mouth and toss them in. The mouth disappears and the curse is lifted. They step outside to talk. Letho thanks Geralt for his help and says he owes him one. He tells Geralt that if he needs him, he'll be staying in a nearby abandoned village afflicted by the plague. He and Geralt part ways.

**Returning to the Baron**
Geralt returns to the Baron for a reward (If he was not commissioned by the Baron then the dialogue is different). If Geralt opted to destroy the house then the Baron is unhappy that a possible hideout is destroyed and Geralt gets no

reward. If Geralt opted to lift the curse the Baron is happy and Geralt gets a reward.

Geralt leaves and the quest ends.

# sq103_kolovrat - The Ties That Bind

**Author: Ferroxius**
**Character List:**

- Geralt
- Ciri (Phantom)
- Wolrud
- Niemoj
- Niemoj's father
- Blacksmith
- Old Woman

**The Elderly Child**
Geralt arrives outside the village of Midcopse to find an old man tied up by a witch hunter and some of his men while the peasants look on. The witch hunter claims that the tied up man, who is called Niemoj, is found guilty of some crime that occured in the village and will be burned at the stake.

One of the peasant men however claims that the old man Niemoj is actually his 17 year old son, leading to an argument between him and the hunter. Geralt enters the conversation asking what's going on and the witch hunter approaches him. He introduces himself as Wolrad and explains that Niemoj is a monster as he aged unnaturally in a matter of days. Niemoj's father claims that he is still the same boy underneath and won't let the hunters burn him for something he thinks is not the boy's fault. Wolrad initially retorts saying that as a professional he has deemed the boy guilty, after a moment's consideration though he decides to postpone the sentence and has the boy untied. He tells Geralt to investigate and figure out what's going on for him and he'll be rewarded.

**Investigation**
Geralt talks to Niemoj about what happened. He claims he aged abruptly within a few days. The man also tells Geralt that he heard the voice of an old woman shortly before he aged, the voice called him "son" and seemed relieved to speak to him though he has no idea who this woman is.

Geralt can talk to Wolrad about what he knows. Wolrad says that there were three cases like this previously.

- The village head's son who is only an infant but looks to be twenty.
- The blacksmith's daughter is supposed to be seven but looks seventy.
- A village girl called Lidia. Wolrad says there's no use talking to her though since she was buried a few days ago. She was apparently only fourteen.

Geralt goes to investigate the leads.

**Investigation A: the village heads son**
Geralt goes to talk to the village head about his son but is refused initially until the head's wife calms him down (He's quite protective of his son). The head apologises saying that he's cautious of the hunters who can find any excuse to burn people these days.

Geralt examines the son and finds a birthmark in the shape of a wheel on his chest. The parents ask if it's related but Geralt says he isn't sure yet.

**Investigation B: the blacksmith's daughter**
Geralt talks to the blacksmith about his daughter. The man claims though that he recently sent his daughter and wife away to Kovir. He claims that his daughter has been sick since birth and aged faster than all the other children. Geralt concludes this case isn't relevant since the daughter didn't rapidly age.

**Investigation C: Lidia**
Geralt digs up Lidia's corpse and examines it. He notes nothing seems odd apart from a strange birthmark in the shape of a wheel.

**Investigation D: Niemoj**
After investigating the other leads, Geralt is suspicious of the birthmarks and goes to talk to Niemoj again. Geralt asks if Niemoj has any birthmarks on him and Niemoj shows one on his chest, also in the shape of a wheel. Geralt thinks somethings up.

**Reporting to Wolrud**
Geralt reports back to the hunter and speaks about the strange symbols. Wolrud pulls out a tome on magical descriptions and starts reading through it. He finds the symbol Geralt describes and says it's the symbol of the Kolovrat. It is a symbol of the sun and fire, and represents the endless cycle of birth and death. Geralt says he'll look around the village huts for the symbol and Wolrud tells Geralt to inform him once he finds the culprit.

**The Guilty**
Geralt looks through the huts until he finds one where an old woman lives. Geralt looks around and comes across a spinning needle that makes his medallion vibrate like crazy indicating magic. Geralt notes that it seems to have been used recently but with no signs of actual cloth being produced. He finally notes the symbol of the Kolovrat on the side.

Geralt confronts the old woman but she claims she is not a witch. Her two sons died recently in the war and she misses them greatly. She received the spinning needle from Weavess recently and when she uses it she can speak with her sons.

She figured out soon that people were aging in the village because of the needle but she missed her sons so much so she kept using it.

Geralt talks to Wolrud about the spinning needle and says it should be destroyed. Geralt says that it should be moved to the nearby barn since he doesn't know what could happen once it's destroyed. Wolrud agrees and orders his men to take the needle to the barn and to also arrest the old woman who must pay for her crimes.

**The Barn**
Geralt has two choices regarding what to do with the spinning needle. He can either.

- Destroy it - this proceeds to the end scene.
- Use it - Since the spinning needle grants what the user desires Geralt uses it to speak to Ciri. A phantom version of child Ciri appears and they talk for a bit, then argue and then Geralt is knocked out (None of this is real, it is all in Geralt's head).

If Geralt used the needle he wakes up to find Wolrud standing over him. The hunter claims he wondered where Geralt was after he didn't return for a while. Geralt asks what happened to the needle and Wolrud confirms it's been destroyed. He thanks Geralt for his help and gives him a reward. They part and the quest ends.

# Novigrad

## sq301_triss - Ashen Marriage

**Author: Ferroxius**
**Character List:**

- Geralt
- Triss
- Dandelion
- Zoltan
- Edmund Castello
- Edmund’s daughter
- Djikstra
- Wine Merchant
- Wine Worker
- Witch hunters
- Bandits

This quest can be started after the completion of **q301_dreamer.**

**The Proposal**
Geralt comes across Triss talking pleasantly with a nobleman called Edmund Castello. Edmund makes a joke about how eternal fire worshipers should worship tinderboxes since they're associated with fire. Triss remarks though that Edmund should not jest about such things publicly in case he gets in trouble.

Geralt speaks to Triss after briefly conversing with Edmund who leaves. Triss claims she plans to marry him. She tells Geralt she does not want the adventurous life with the witcher anymore and wants the security Edmund can give her.

- Geralt can express romantic interest in Triss here or not, acting quite jealous and even implying Triss is doing this to spite him or is just having a marriage of convenience. Triss insists she does love Edmund and it is not to spite Geralt.

Irrespective of if Geralt expresses interest, Triss asks if Geralt can help her plan the wedding. She needs two things from the witcher.

- A location to have the wedding at. She suggests the sewers which need clearing of monsters.
- Drink for the guests. She suggests Geralt talk to Dandelion and Zoltan.

**The Sewers**

Geralt goes to the sewers and defeats the monsters, specifically Korreds, living in the sewers. If Geralt doesn't know how to fight Korreds, he will also have an optional task to learn about them via book reading.

***Concept art depicting the Novigrad sewers***

**The Gifts and Drinks**

Following Triss' plan, Geralt talks to Dandelion and Zoltan about getting some drinks. Dandelion and Zoltan tell Geralt not to worry about it for now and they start talking about what sort of gifts they'll bring to the wedding. Dandelion says he'll write the greatest poem the world has ever seen while Zoltan says he and Yarpen are building a contraption for her. They ask Geralt what he's bringing and Geralt says he hasn't thought to bring anything which both think is foolish. Dandelion suggests that Geralt find a rose of remembrance to give to her and Geralt says he'll think about it.

- It is not specifically explained how Geralt acquires a rose of remembrance. If Geralt does not choose to get a rose of remembrance then he can purchase some flowers or jewellery.

Geralt goes to a local wine merchant and requests 2 barrels. The merchant claims he's out of stock due to demand and also because his latest delivery hasn't turned up yet. He tells Geralt if he can bring the shipment back and figure out what happened he'll get his barrels, but the shipment must be complete.

Geralt exits the city and tracks the wine cart to the woods where he finds some bandits holding a worker hostage. After dispatching the bandits the worker thanks Geralt and explains they were ambushed along the road. He drives off for the city.

- Prior to the worker leaving Geralt asks how many barrels are left and depending on circumstances the worker can say none were taken or two were taken. It is unknown what condition causes the two barrels to be lost. Could be time related or during combat.

Geralt returns to the merchant. If Geralt got all the barrels back he is pleased with Geralt's work and gives him the barrels as promised. If Geralt lost the two barrels he is annoyed and says Geralt will have to pay for them.

**The Party**
Geralt and his friends attend the party and help prepare the wedding. During the preparation Geralt runs into Djikstra and the two converse (If Geralt hasn't talked to Djikstra yet then they introduce one another and ask what they're doing here). Geralt tries to leave to go help Triss prepare but Djikstra insists he stays. He points Geralt to Edmund and two other men he's conversing with. Djikstra claims the two are witch hunters and asks Geralt if Triss knows just what sort of person she is about to marry.

Geralt deals with the hunters (Through distraction or killing, it is unclear) which reveals a little girl that Edmund comforts. Geralt asks what's going on and Edmund reveals that his secret is that he has a daughter, his wife died of the plague and he sent his daughter to an orphanage to watch over her. The hunters found out though recently that he knows about where the mages hide out and tried blackmailing him for info in exchange for his daughter but he said nothing. He says that Triss does not know of this. Geralt comments that although he lied to Triss he was strong for not easily giving her up to the hunters for his daughter which Edmund supports, claiming that Triss is the best thing that has happened to him since his wife died. Edmund asks if he should tell Triss or not.

- Geralt can agree and they both go to talk to Triss.
- Geralt can disagree and they part.

**The Marriage: With Edmund**
Geralt and Edmund explain to Triss before the ceremony about the daughter and Triss understands. During the ceremony Triss thanks everyone for coming but says that she and Edmund decided not to marry just yet claiming they were too hasty.

**The Marriage: Without Edmund**

Prior to the ceremony Geralt can confide in Triss about the fact that Edmund has a daughter which she finds troubling to deal with since he lied to her. During the ceremony she thanks everyone for coming and explains that although Edmund lied to her and she resents him for this, she will stay with him regardless

**Aftermath**

Geralt can, after the ceremony, give Triss his wedding gift. If Geralt opted to get some jewellery or flowers then Triss' response is moderate. If Geralt opted to get a rose of remembrance Triss' response is much stronger. Depending on this, Geralt and Triss reminisce about their past days and Geralt wishes her the best as her friend. Triss tells Geralt that she won't leave the city immediately and will be back at her old place if they want to talk. They part and the quest ends

# sq302_philippa - Redania’s Most Wanted

**Author: Ferroxius**
**Character List:**

- Geralt
- Triss
- Radovid
- Philippa (Memory)
- Margarita (Memory)

This quest can be started after the completion of **q302_mafia**

**A Royal Contract**
Geralt speaks with Radovid about work and the king tells Geralt extensively about Philippa (This also serves as an introduction for her character for any newcomer players). It is clear he is not very fond of her but does not outright state it.

Radovid tasks Geralt with finding Philippa. He says his men reported she has been staying in a hideout in the mountains east of Novigrad. He has made no efforts to get in though as Philippa has enhanced the hideout with magical spells and he hasn't found a magician who is willing to dispell them. Geralt heads off for the hideout.

Geralt heads into the hideout and makes his way through assumedly multiple levels before confronting a wounded fire elemental which Geralt defeats. Entering the hideout there's evidently signs of a fire and botched surgery as well as a megascope crystal. Geralt has two options here. He can give the crystal to Radovid immediately or he can give it to Triss first.

**Optional Objective: Talk to Triss**
Geralt brings the crystal to Triss who uses her megascope to view the memory. It depicts a conversation between Philippa and Margarita. Philippa is furious at Radovid for scooping her eyes out although Margarita remarks that it's what Philippa taught him to be. Philippa claims she will try to regenerate her eyes using the power of a fire elemental she caught which Margarita thinks is crazy.

After viewing the memory Geralt remarks that he thinks Philippa failed owing to the fire damage in her hideout and Triss agrees, thinking she was insane to try such a task. Geralt comments that fire magic is especially dangerous.

At this point Geralt points out that he still needs to report to Radovid and says he'll probably want the crystal. Triss requests though that Geralt doesn't give up the crystal as she claims that Radovid deeply hates Philippa and will never stop hunting her even after blinding her. Geralt can either give Triss the crystal to keep or keep it to give to Radovid.

**Outcome A: With Crystal**
Geralt returns to Radovid and presents him with the crystal, claiming that Philippa was trying to restore her eyesight but failed. Radovid is pleased with the witcher and gives him a reward. Geralt leaves and the quest ends.

**Outcome B: Without Crystal**
Geralt returns to Radovid and claims that he doesn't know what happened or mentions that Philippa was trying to restore her eyesight. Radovid is suspicious though as Geralt has no proof of his actions and refuses to give him a reward. Geralt leaves and the quest ends.

**Renders of Philippa with her gemstone eyes**

# sq303_brothel - Cabaret

**Author: Ferroxius**
**Character List:**

- Geralt
- Dandelion
- Zoltan
- Julia
- Bolek
- Scholastica
- Succubus
- Banker

This quest can be started after the completion of **q304_dandelion**

**Part 1: Money**
Geralt talks to Dandelion in the brothel about what he's doing. Dandelion says he is making big plans to try and make his brothel the finest in the city and wants Geralt to help him with some matters. First and foremost though, Dandelion needs coin to achieve this and asks if Geralt would be willing to donate. Geralt denies saying that he has nowhere near the sort of coin Dandelion needs and suggest he try and get a loan from the bank. Dandelion agrees and they head out.

**The Bank**
Geralt and Dandelion go to the bank to try and get a loan but are refused owing to Dandelion's status as a bard not being a stable enough profession. Geralt can try to vouch for Dandelion but the bankers refuse Geralt due to his profession as a witcher also being unstable. They leave.

Dandelion curses the bankers after leaving and tells Geralt he has another idea on how to get a loan. He has an old friend called Scholastica who is head of the deanery in Oxenfurt. He'll charm her and convince her to give him a fake employment certificate.

**Scholastica**
Geralt and Dandelion go to Scholastica's house and Dandelion tells Geralt to wait outside since Scholastica doesn't like mutants. Geralt waits outside and listens in on the conversation. Dandelion can be heard trying to charm Scholastica although she evidently wants nothing to do with him, then the sounds of objects being broken is heard. Dandelion stumbles outside.

Geralt asks what happened and Dandelion said it didn't go well. Scholastica smashed a jug on his head. He theorises that he could potentially win her trust back if he "saved" her from a bandit (Geralt can mock Dandelion for not knowing how to fight here). Dandelion tells Geralt to wear a handkerchief around his face and pretend to be the bandit, he'll confront Scholastica before Dandelion appears suddenly. Geralt will then let himself be defeated and Scholastica will be thankful to Dandelion for his help.

Geralt and Dandelion then wait nearby. Dandelion hands Geralt a sheet of lines Geralt can say to make the robbery more dramatic although Geralt finds this rather dumb. When he's ready Geralt gives Dandelion the signal and he steps out to "rob" Scholastica.

Geralt confronts Scholastica and can choose to use Dandelion's lines or not. Dandelion appears and fights Geralt. Geralt can either let Dandelion win or not. Regardless of Geralt's choice Dandelion wins back Scholastica's trust who takes him indoors. Geralt heads back for the brothel.

- Geralt can also from the looks of it fail this encounter if he takes too long or abandons Dandelion. This might fail the quest completely

After some time passes, Dandelion returns and claims he was successful in getting Scholastica to vouch for him. He now has the coin he needs.

- If Geralt let Dandelion defeat him then he claims she did it as he saved her.
- If Geralt defeated Dandelion then he claims she did it out of pity.

**Part 2: Renovations**

Dandelion says that he has a lot of options now for how he could renovate the brothel and wants Geralt's opinion on them (These options are purely for cosmetic purposes and do not impact the storyline).

**Discussion 1: Style**

Geralt can choose one of the following styles:

- A Temerian baroque style
- An Elven minimalist style
- A Nilfgaardian elegant style

**Discussion 2: Main attraction**

Dandelion claims that since there are lots of brothels already in Novigrad he wants to build a main attraction to differentiate his establishment. Geralt can choose from the following:

- A grand hall for poetry
- A casino
- A kitchen

**Discussion 3: Name**

Geralt can choose from the following names:

- Blue Doors

- Forge of Love
- The Palate

**Discussion 4: Slogan**
Geralt can choose from the following slogans:

- "Best Girls in Town"
- "Meet Dandelion's Flowers"
- "Forget yourself in pleasure"

Geralt can also choose between two styles for the posters, an erotic version or a modest version.

**Discussion 5: Region**
Dandelion claims he doesn't want to advertise his brothel to every corner of the city and only wants to target one area. Geralt can choose from:

- The Rich District
- The Red District
- The Port

**Part 3: Prostitutes**
Dandelion says that now his finances and renovations have been sorted he needs to acquire some working girls for his brothel. He's already found one in the form of one Julia who supposedly is at the passiflora.

Geralt goes to the passiflora and speaks to Julia. She claims that she cannot come to work for Dandelion as she is in massive debt. She was unwillingly forced into this establishment by a man called Bolek who promised her security and food (she was a refugee from Velen) only to get trapped at the Passiflora due to these debts. There's also suggestions that Bolek mistreats her and the other girls.

On relaying this to Dandelion, he says that he knows this Bolek and says he's a very shady person. He'll try and set up a meeting with him and Bolek to acquire Julia and some of the other working girls by cancelling their debts.

Geralt and Dandelion go to meet Bolek. Bolek asks who Geralt is and Dandelion claims he is his bodyguard. Dandelion presents himself as someone interested in working girls and Bolek assures him he has a lot to offer but Dandelion says he's specifically interested in Julia which Bolek finds odd. He offers instead that Dandelion have a succubus that he has in a cage. The succubus is sleeping because Bolek stuffed her with fisstech previously so Dandelion asks him to wake her up.

As Bolek enters the cage to wake the creature Dandelion slams it shut behind him. He demands that Bolek relieve all the working girls of debt or they will leave him with the succubus. Bolek agrees and Geralt can leave him there to be choked by the creature or let him out. If Bolek was killed then Geralt also has the option of freeing the succubus who thanks Geralt and tells him of a stash belonging to a now dead miser.

Before leaving Geralt and Dandelion find Boleks register containing records of the debts and burn it. They then go to the working girls to tell them they are no longer in debt. Geralt and Dandelion then head back to the renovated brothel.

**Celebration Time**

Geralt, Dandelion and Zoltan celebrate their newly established brothel. Dandelion remarks that ever since word got out that Bolek was mistreating his girls many have flocked to Dandelion's establishment where he has promoted himself as someone who looks after his girls.

The trio drink to Dandelion's new establishment and the quest ends.

# sq304_fringilla - Friends in High Places

**Author: Ferroxius**
**Character List:**

- Geralt
- Fringilla
- Damas
- Citizens

**Sting**
Geralt is approached by an elf called Rufus at an inn. He tells Geralt that he can meet with an old friend in a burnt hut near Oxenfurt.

**An Old Lover**
Arriving outside the building Geralt notes it is pulsating with magic. Entering the building Geralt finds his old friend and one time lover Fringilla Vigo. The exchange is awkward as Geralt had previously escaped Fringilla, damaging her reputation within the lodge (Book event).

Fringilla asks Geralt for help, she has been on the run from Nilfgaardian agents for some time now. She used to hide out in Fox Hollow in Toussaint before being contacted by Philippa in **Redania's Most Wanted**, prompting her to come here.

- Geralt can take the time here to ask Fringilla about the current state of the lodge, this serves as a means of educating newcomers on the lodge and its importance.

Fringilla claims that her informer of sorts, Rufus, has told her that there's someone in town is asking after her. She doesn't think the man is a spy but rather just an adventurer who deals in magic relics but wants Geralt to investigate

anyway. If the man has info on Philippa then that's also important as Fringilla is desperate to meet with her. Geralt leaves to find the man.

**The Adventurer**
Geralt needs to speak with various citizens in Oxenfurt asking if they're looking to hire a witcher in the off chance he runs into the adventurer. Eventually Geralt finds the right one and they go to the inn to have a drink.

The man introduces himself as Damas, he is from Cintra and has a "collection base for wealthy collectors of antiques and curiosities". He says that although his work is lucrative it is quite boring, thus he wants to have a try at fighting harpies and the witcher is to escort him. Geralt warns Damas that harpies are very dangerous and he could get himself killed but Damas insists he is trained.

Geralt takes this opportunity to ask if Damas has been asking around after Philippa. Damas lowers his voice and says he's been commissioned to find some of her personal belongings but didn't find anything. He tells Geralt to rendevouz with him at a point of interest and leaves.

Geralt reports back to Fringilla and says that Damas seems to just be a harmless adventurer. Fringilla asks Geralt to stay with him through the harpy hunt and see if he says anything else.

**Hunting a Harpy, or Four**
Geralt meets with Damas at the point of interest and Damas explains that he would especially if possible like to try and kill a queen harpy although Geralt says that it would only be attracted to very shiny objects. Damas thankfully has a giant necklace with him and says he'll place it in a spot and they'll wait.

- Geralt seems to be able to choose the spot where the necklace is placed, if Geralt chooses wrong the queen does not appear.

After dispatching the harpies Damas takes the necklace back but is suddenly knocked out by magic and Fringilla appears, she orders Geralt to search Damas. Geralt produces the necklace Damas just took and she takes it (She also orders Geralt to tie up Damas). Geralt asks what it means and Fringilla claims it belonged to Philippa. Apparently each stone in the necklace corresponds to one member of the Lodge and can show their current vital state. If they are alive then the stone darkens. She excitedly claims that based on the necklace, Philippa is still alive and is nearby.

Around this time, Damas comes to. Fringilla orders Geralt to drill Damas for info. Damas claims he is actually a Nilfgaardian agent who was looking for Fringilla for treason. He was after the necklace because Nilfgaard had developed a means of tracking each sorceress. Fringilla says she's heard enough and plans to kill Damas, who pleads for his life.

Geralt can either let Damas go or kill him. However, if Geralt chooses to spare Damas then he will suddenly be shot by Rufus who was hiding nearby. Fringilla apologises for putting Geralt through that but she can't have any loose ends. She thanks the witcher for his help and they part ways, the quest ends.

# sq305_scoiatael - Beasts of the Forest

**Author: Ferroxius**
**Character List:**

- Geralt
- Iorveth
- Vernossiel
- Ermine
- Isengrim
- Yrlissa
- Bloody Mother followers

This quest can be started after the completion of **q301_dreamer**.

**A Surprise Child**
Geralt comes to Iorveth's camp to see him arguing with an elf woman. After she leaves Geralt asks who that was and Iorveth claims it is his daughter Vernossiel which surprises Geralt. Iorveth explains that he had a wife once before he joined the scoia'tael, when he left he didn't know his wife was pregnant but she was and gave birth to a daughter. Vernossiel grew up hearing tales of his heroics but Iorveth insists he is done with the idiocy of his angry past self and wants to do something more productive. Vernossiel cannot understand this and so she told him that the young elves have found a new leader called Ermine. Geralt asks who this Ermine is and Iorveth claims he's a very angry young elf who is in collusion with Isengrim. He apparently recruits young elves for the Scoia'tael and stuffs them with drugs, including Vernossiel. Iorveth wants Geralt help with stopping Vernossiel before she does something stupid. Iorveth thinks his ties to Isengrim are weak but it can't hurt to try so they go off to find Isengrim.

Geralt and Iorveth find Isengrim and ask him where Ermine is. Isengrim mocks Iorveth claiming he is acting just like Vernossiel did some time ago. He introduces Ermine and talks about seemingly wanting to restore the glory of the elves and that Vernossiel will assist in that matter since she is a devoted follower (Ermine mentions a “bloody mother” briefly but Isengrim quickly silences him). Iorveth furiously attacks Isengrim and will kill him unless Geralt intervenes. Regardless of if Isengrim dies or not, he (or Ermine) claim that if he wants to get into their hideout in the elven graveyard then he will need to find out the mechanism to get in. Finally, he warns Iorveth not to interfere, and leaves.

**Finding the Hideout**

Geralt asks why Iorveth didn't press Ermine for info and Iorveth says he doesn't need to because he knows Ermine thinks Vernossiel is the bloody mother. Geralt asks who that is and Iorveth recounts, in his own words, "a stupid tale". There was once an elven woman called Aliana who was killed, blood red flowers grew where she died, these flowers famously if ingested caused a complete lack of fear and so the elves believe her to be a goddess, the "bloody mother". The legend has it that Aliana will return one day in the body of a young elf and lead them to battle and victory over the humans. Iorveth claims Vernossiel thinks she is this chosen one (she confided in Iorveth that she has a greater purpose which he didn't understand till now) and that she is going to get herself killed since Aliana's arrival is marked by a ritual sacrifice. The Scoia'tael have even already tried the ritual on the daughter of his camp's potter Yrlissa and it failed, the girl died.

Geralt and Iorveth look around to try and find out how to get in. Geralt comes across a manuscript which depicts a disturbing ritual that will awaken the goddess Aliana. Iorveth recognises a symbol on the manuscript from the graveyard, he also finds notes on how to get into the hideout.

Geralt can also eavesdrop on some nearby elves at some point talking about the ritual and how to get into the hideout.

**The Hideout**
Geralt and Iorveth arrive outside the hideout. An elf on guard recognises Iorveth and asks if he's changed his mind and wants to fight for them now, Iorveth retorts and says he is here for Vernossiel. The elf claims he will not take the bloody mother from them and they fight.

Fighting their way through the hideout, Geralt and Iorveth encounter Vernossiel and Ermine but are outnumbered by the amount of fanatics in the room. Iorveth pleads with Vernossiel but she refuses to hear it, Ermine has Iorveth and Geralt thrown into some nearby cells.

Iorveth angrily claims that now he not only has to live with his daughter dying but he has to watch. Geralt claims though he can sense a weakness in the walls and he can Aard it down to escape. Beforehand he and Iorveth talk about what they plan to do.

- Geralt can say he'll kill Ermine and the followers but Iorveth asks Geralt not to. They are few enough as it is, they should not die. This flows to the next dialogue choice.
- Geralt asks about Iorveth's potter Yrlissa and Iorveth tells Geralt to try and speak with her to find a way to save Vernossiel. He warns Geralt not to take more than 24 hours otherwise Vernossiel will likely be dead.

**Side Objective: Yrlissa**
Geralt talks to Yrlissa about what's going on. Geralt says that another like her daughter is about to die for Ermine's ritual and Yrlissa claims that it's because of those flower petals, they make you lose your mind. She tells Geralt that the wise

men gave her a recipe for an elixir that would have detoxified her daughter but before she finished it, her daughter was dead. She gives Geralt the recipe.

**Ending 1: Vernossiel Dies**
If Geralt chooses to fight the elves without making the elixir or takes too long (24 hours) then Vernossiel dies from the ritual. The followers are confused as they were certain Vernossiel was the bloody mother and Iorveth angrily chastises them for killing another of their own for a foolish belief. Geralt receives the sword that killed Vernossiel as neither the followers nor Iorveth want to see it. Geralt leaves and the quest ends.

**Ending 2: Vernossiel Lives**
If Geralt makes the elixir in time then after fighting his way through the elves he administers it to Vernossiel who wakes up, confused as to what's going on (the elixir neutralises the flower's effects on the mind). Geralt says she almost died for this foolish ritual and that he and Iorveth saved her. She is thankful to the duo and asks how she can repay them. Geralt can either tell her to trust more in Iorveth or to not be so judgemental towards humans. Geralt leaves and the quest ends.

# sq306_hangover - A Night with a Gnome

**Author: Ferroxius**
**Character List:**

- Geralt
- Zoltan
- Dandelion
- Sorrel
- Roche
- Barber
- Vespula
- Goat Merchant
- Boss
- Boss' thugs
- Nobleman

**Having a Round, or Five**
Geralt is accosted by Zoltan in a tavern who invites him to sit down and have a drink. Geralt agrees and he sits with Zoltan, Dandelion and a gnome. Zoltan introduces the gnome as Sorrel which Geralt finds to be a humorous name, the gnome is high off some mushrooms he cultivated from Skellige and Geralt and Zoltan refuse them, preferring to just drink. While drinking, the group talk about Zoltans failed marriage which Zoltan claims was only called off because his fiancée's father didn't like him, he was certain his fiancée loved him. The topic shifts to a recently built monument to a poet called Luis Karol. Dandelion claims this artist is an amateur and he only got a monument because he sucked up to the hierarch. They eventually end up drinking some vodka that Geralt notes tastes different, Sorrel claims it's because he infused it with some of his mushrooms. Geralt slowly falls unconscious while the others continue drinking.

**The Next Morning**

Geralt wakes up massively hungover in a room. He has a changed haircut, no swords or shoes and is wearing someone else's coat. There is also, strangely, a goat in the room. Zoltan who is also in the room comes to and the two try to recount what happened.

- Geralt reckons that Sorrel and his mushrooms caused them to trip out.
- Zoltan while checking his pockets is horrified to find his wedding ring for his fiancée to be missing, the only thing in his pockets is a laundry bill from Vespula.
- There is a prostitute in the room called Whistling Zosia who awakens not long after Geralt and Zoltan. She claims that Geralt and Zoltan came by last night with a gnome and a goat and wanted this room, but after entering the room they promptly fell asleep. She also notes that they requested she lock the door, she gives them the key to get out. She also remarks that there's a lot of livestock traders in town so Geralt and Zoltan should look there for info on the goat.

Geralt and Zoltan head back to the inn they drank at and find a patron who was there last night. He claimed that Sorrel had given the group quite a lot of mushrooms and they had headed out into the night. While away Sorrel had given more mushrooms to the various guests and they still feel the effects. He also recounts later seeing the group wandering around with a goat and had entered some prostitutes' houses.

Zoltan tells Geralt to head out and try to figure out what happened. He'll stay here with the goat to try and recover as he's severely hungover.

**A Marriage Made in Hell**
Geralt talks to the barber he visited last night and the man recounts how Geralt, Zoltan, Dandelion and a goat showed up and requested some lavish haircuts (including one for the goat). He said they wanted to get ready for some wedding and that at one point Dandelion swung a pegleg at the barber rambling about some monument. The barber concluded that the group left for the market square

Arriving at the market square Geralt finds some cartoons depicting him and the rest of the group in a much younger and less scarred image. Geralt talks to the nearby cartoonist about what happened and he claims that Geralt, Dandelion, Zoltan, the goat and a beggar named Dur came to him and asked him to paint them a picture of Zoltan proposing to the goat. Dandelion then rambled with him about art for a while and then they moved on. Geralt asks where he can find Dur and the cartoonist tells him he hangs around the main square

Geralt talks to Dur and asks him where Zoltans ring is. Dur claims he doesn't know where it is and talks about how the group came to him asking him to marry Zoltan to the goat. Geralt presses him and eventually Dur gives up the ring

Geralt brings the ring back to Zoltan who is ecstatic. Geralt also confides that Zoltan married a goat while Dur ordained them. Zoltan remarks he'll never drink with gnomes again

**The Origin of the Goat**
Geralt talks to a goat merchant about whether he bought a goat and the man claims he did indeed. He also mentions that Sorrel was with him and that he was his "surprise child" that Geralt was going to take to "Kajer Muren". Geralt asks how they paid the merchant and he claims that Geralt paid him with his own equipment.

Geralt asks if the man would accept inventory returns to try and get his equipment back but the merchant humorously says he wouldn't, given that the goat was "married". Geralt humorously responds that Zoltan didn't consummate the marriage and the goat is still a virgin, the merchant says to bring the goat back and then he'll see if he'll give Geralt his gear back.

Geralt returns to Zoltan and says he needs to "divorce" the goat so he can give her back to the merchant to get his gear back. Zoltan agrees as the goat has been giving him grief and tells Geralt he's heading back to Dandelions for a drink. Geralt takes the goat back to the merchant and gets his gear back.

**The Laundrette**

Geralt goes to Vespula and gives her the receipt. She promptly gives him a coat and some other clothing and an address to give it to. On the way out, Geralt is approached by a group of thugs. One of them tells Geralt to get the laundry to the address or his gnome friend is going to get in trouble. He also tells Geralt to bring the peg leg back or the boss will be angry. Geralt can be confused by this but agrees.

**Optional Objective: Find the peg leg**

Geralt can find the peg leg attached to the monument to Luis Karol. While inspecting the monument he is accosted by a nobleman and his wife who claims Geralt insulted the heart of his wife and challenges Geralt to a duel. Geralt can either apologise to the nobleman or accept the challenge. The nobleman requests some nearby guards give them weapons to fight with and the guards accept, wanting some good entertainment.

A crowd soon gathers around the two and the nobleman proclaims to the crowd that he shall defeat the one who insulted his fair wife, as per the rules of a duel the nobleman has another by his side as a second. Around this time, Roche enters

and asks what's going on here, before Geralt can ask the same, the nobleman motions Roche to serve as Geralt's second and Roche obliges. He whispers to Geralt that they'll talk later.

If Geralt and Roche win the fight then Geralt apologises to the lady saying that although her husband lost he is sorry for whatever insult he gave her. If Geralt and Roche lost then the nobleman demands Geralt apologise or die and Geralt apologises. He and Roche then leave. Geralt explains to Roche what was going on and Roche thanks Geralt for rubbing the nose of the nobility, they part.

**The Boss**

Geralt goes to the address and meets the boss who has Sorrel nearby. The boss demands Geralt give him his pegleg and clothing back.

- If Geralt did not get the pegleg then the boss is angry and orders his men to beat up Geralt. Geralt defeats them and leaves with Sorrel.
- If Geralt got the peg leg then the boss is happy and lets Sorrel go with Geralt. Geralt can also ask what happened and the boss claims that he and Sorrel came by last night and played dice. The boss lost and had to give up his coat. They also took his peg leg during a scuffle.

Geralt and Sorrel talk about what happened last night. Sorrel recounts how after they bought the goat they went by Whistling Zosia's place to give her mushrooms. They then went to the bosses place and played dice with him, winning his coat and pegleg. The boss demanded the leg back and a fight broke out. Geralt, Zoltan and Dandelion fled, leaving Sorrel behind. Sorrel apologises to Geralt for getting the group high but says that if Geralt is ever interested in the formula he'll be at Whistling Zosia's place

**Summing up**

Once Geralt has exhausted all his objectives he returns to Zoltan at Dandelions place and explains what happened:

- The group bought a goat, using Geralt's gear as payment
- The group went by Whistling Zosia's to give her mushrooms
- The group went by the boss's place and won his coat and pegleg. They start a fight and fled leaving Sorrel behind
- The group went to a barber and got a haircut, including the goat
- The group finds Dur to marry Zoltan to the goat and the cartoonist to draw a picture for them
- Dandelion attached the peg leg to the monument as an insult to Karol
- Geralt and Zoltan headed back to Whistling Zosia's place with the goat to consummate the marriage (Dandelion assumedly got lost along the way)
- Geralt and Zoltan passed out in the room

While talking, Dandelion finally shows up also hungover. Geralt asks where he's been and Dandelion claims he woke up in a stable and doesn't really remember what happened last time. Geralt also explains what happens to Dandelion and they exchange some more information about the event. The quest ends.

# sq307_shani - The Book of Roses

**Author: Ferroxius**
**Character List:**

- Geralt
- Shani
- Javor
- Jaromir
- Zora
- Book seller
- Flower seller
- Thugs

***Note: While a synopsis can be extracted from this quest, it should be noted that no dialogue was actually written. The only available data is the debug descriptions used by the Quest Designers.***

**The Red Rose**
Geralt enters the kingfisher and encounters Shani sitting at a table alone with a beer. On seeing Geralt she greets the witcher and talk. The conversation varies depending on if Geralt chose Shani rather than Triss back in Witcher 1 (It is also explained here how Geralt ends up with Triss regardless in The Witcher 2). Regardless, Geralt asks what Shani is doing here and she says she's been writing her thesis on cat anatomy and planned to have an exhibit with a cat she's been keeping, but the cat died recently from eating an onion so she's at a loss

Suddenly, a sailor approaches the table and introduces himself as Shani's boyfriend Jaromir. Shani is evidently though not pleased to see him and says that Jaromir is a moron she has been trying to get rid of for a while now. On hearing this Geralt tells Jaromir to leave but Jaromir instead starts a fight with Geralt

If Geralt loses the fight then Shani stands up for Geralt and shouts at Jaromir. If Geralt wins the fight then he orders Jaromir to never talk to Shani again or he'll break his teeth. Regardless, Jaromir runs away

Returning to the conversation about the dead cat, Geralt suggests they find a breeder who could get Shani a new cat for the exhibit. Shani mentions she knows a breeder called Javor "The Mutt" who works in the poor district. They leave to meet at Javors place

- Around here, Geralt can start to be flirty with Shani if he chooses

**Catching a Cat**

Geralt and Shani meet at Javor's place and speak to the breeder. Javor claims he doesn't have any cats currently but is willing to sell the two a trap to catch a cat. Geralt can offer to pay for the trap but Shani insists she pay for it. Once paid Javor also claims they'll need bait and he recommends catnip which comes from a plant. Shani claims she has some and gives it to Javor who goes away to install the bait. While waiting, Geralt notes how independent Shani had become since they last met.

Javor returns with the trap and Geralt asks where they could find strays. Javor says that they can be often found in abandoned buildings and on roofs. Before leaving, Javor also mentions that if Geralt ever needs more cat equipment he can rely on Javor who will give him a discount

Geralt and Shani find a ladder to the rooftop. Geralt says that Shani should head up first and Shani obliges as long as Geralt doesn't look under her skirt. They reach the roof and Shani notes that it is quite windy up there. Geralt can offer Shani his jacket for cover but Shani refuses with a laugh.

Geralt and Shani cross the rooftops to an abandoned balcony and place the trap. They sit around and wait for the trap to work. Eventually they return to find the trap with a cat in it. Shani picks it up since cats hate witchers and they go back to Shani's room at the kingfisher

Once back at Shani's place, she jokingly asks Geralt to name the cat and Geralt can choose from some options. Regardless, Shani notes she doesn't have much time left to finish her thesis and asks if Geralt would come with her to the library (Geralt can joke about it being like a date which Shani teasingly rebuts). They leave for the library

**The Library**
Along the way to the library, Shani mentions that she is currently the apprentice of the famous surgeon Joachim Von Gratz who she greatly admires. Arriving at the library they meet the receptionist Zora Predraga who directs them to the reading room

In the reading room, Shani tells Geralt that Von Gratz asked her to find a specific book on the properties of connective tissue called "Connective Tissue of Artiodactyls". Geralt though gameplay uses his witcher senses to find the right book and brings it to Shani. They sit and discuss the book although the convo shifts towards a more flirty one and it seems the two are about to kiss before they are kicked out by Zora for continuously talking in the library. Before leaving, Shani tells Geralt to meet her tomorrow evening at the inn. Geralt agrees and they part. As Geralt is leaving he's stopped by Zora who mentions that Shani was staring at him like a painting and he'd be foolish not to bring something for the girl. Geralt acknowledges that and goes out to get something or not

Geralt can do the following:

- He can buy something for the cat. He visits Javor for this

- He can buy flowers from a stand in the market
- He can buy a book from a bookstore

**A Date at the Kingfisher**
Arriving at the kingfisher Geralt can't find Shani there and decides to pass time by talking to the barkeep Bosko. Eventually Shani rushes in apologising for being late as she wanted to make sure her thesis was perfect. If Geralt bought a gift then Shani is chuffed, otherwise she seems a bit disappointed. Geralt can inquire about what delayed Shani but she shrugs it off

They then go to a table and play a round of the drinking minigame. Regardless of who wins, a very drunk Geralt invites an also drunk Shani to the port to get some air. While walking, the two hold hands and Shani asks if Geralt will walk her to the ocean since she feels a bit ill. On reaching the sea the two engage in some more flirty dialogue before Jaormir suddenly appears again with some men. They attack Geralt and he defends himself trying not to kill the men (Shani's request)

If Geralt kills the men then Shani is upset that people just got killed over her and she wants to be left alone for a while. If Geralt knocks out the men then Shani is thankful to the witcher but is still upset that violence happened over her and she wants to be left alone for a while

**Epilogue**
Geralt can find Shani in her room after the encounter but she will not have anything to say to the witcher until **q308_psycho** has been completed. Once that has been completed, Geralt can find Shani playing with her cat and the two converse. The conversation becomes flirty again and eventually culminates in a sex scene. Afterwards, Shani panics as she lost track of time and won't have time to perform the task she has to do which is to extract some vitriol from connective tissue. Geralt volunteers to help and extracts the ingredients

After giving Shani the ingredients, Shani is thankful but feels like she used him just then. She explains that the witcher had helped her understand that in truth, she loves Von Gratz. The witcher and her could never really be together as they are from two different worlds and she admires Von Gratz for his accomplishments and skills. She concludes that Geralt would have always ended up with Triss and runs off to meet with Von Gratz, dumping Geralt

Geralt leaves the kingfisher and the quest ends.

# Skellige

## sq201_becca - Soaring High

**Author: Ferroxius**
**Character List:**

- Geralt
- Becca
- Svekling
- Yolar
- Messenger
- Old woman
- Ealdorman
- Whalers
- Nordbukt villagers

***Note: It is possible that this quest only triggers if Geralt convinces Becca to abandon her quest to help Udalryk during q203_him. It is also possible that this quest is always available anytime between q204 and q206 to optionally allow Geralt to further strengthen Becca's case for ruler.***

**A Flying Menace**
Coming by the grove the druids live in, Geralt comes across a messenger and Becca talking to the druids about a monster problem. Apparently a forktail has arrived recently and is plaguing the fishing village of Nordbukt on An Skellig. A few daredevils have tried to kill it but all failed so the messenger asks if the druids could help. The druid Yolar responds, saying that since forktails aren't endemic to Skellige they cannot help, he does remark though that killing it won't upset the ecosystem.

Geralt interjects and says he can help with the forktail and the messenger is grateful for the witcher's help. Becca also interjects and says she will also try to help Geralt kill the monster, Yolar advises Becca against it since she could get herself killed but she shrugs it off and heads for the village.

**Nordbukt**

Geralt arrives at the village of Nordbukt to find the smoldering remains of a barn, outside is an old woman being comforted by another. Geralt, alongside Becca, asks what happened and the woman recounts how last night they awoke to find their barn, their life's work, ablaze. Whilst they watched the fire the forktail appeared and started snatching the burning sheep. When the old woman's husband tried driving him off the forktail grabbed him and disappeared into the night. Becca finds it odd that the forktail wasn't afraid of fire and Geralt says that it is, but it loves burnt meat, it can smell it from kilometres away. The old woman is quite dejected having lost everything but Becca gives her a necklace of hers and she is immensely grateful for Becca's generosity.

Geralt also talks to some wounded whalers nearby and they claim they drove the beast off before down by the beach, they had brought a fat whale to shore and was prepping it when the forktail attacked. The fat is still on the boat and Becca says she'll bring it back for them

Geralt finally talks to the ealdorman about a reward for killing the beast. The ealdorman claims he has no bounty yet but will reward Geralt regardless if he kills the monster

**The Fool**

Geralt heads off with Becca tagging along to try and track the forktail. However, a villager called Svekling appears saying he wants Geralt to take him with him on

the hunt. Becca objects saying the boy would get himself killed but he retorts saying he is capable. Geralt has three options:

- Let Svekling come along. Becca isn't happy with this idea but relents
- Convince him not to come. Svekling insists that he wants to fight the creature to earn the right for the crown but Geralt can convince him that a forktail isn't a worthy creature to kill. Svekling agrees and leaves.
- Trick him into drinking. Geralt and Svekling go to the tavern to play a round of The Drinking Minigame. If Geralt wins then Svekling passes out drunk. If Geralt loses then Svekling jokes at Geralt and is locked into joining the group

Geralt, Becca (and Svekling if present) start tracking the forktail. Along the way, Becca starts recounting her time in Brugge and how she used to feel like Emhyr sending her here was exile but she slowly grew to find enjoyment in the isles.

**Continuing the Hunt**

The group reaches the whaling boat that was attacked by the forktail. Becca comments that the boat doesn't seem that damaged and Geralt responds that forktails are smart enough to not attack when it has no reason to, this one was probably angered when the whalers attacked it. Becca collects the whale fat and wishes Geralt luck before heading back

Geralt continues tracking the forktail and comes across a shepherd's hut containing the mutilated body of a shepherd and his sheep, Geralt comments that the forktail must have an incredible appetite to eat so much in one sitting. After investigating, Geralt (Or Svekling if present) notices another fire back at Nordbukt and sees the forktail speeding towards it. Geralt and Svekling rush back to fight the creature

**The Ruse**

Arriving back at the village they find the forktail dead and Becca being congratulated by the villagers for killing it. Geralt asks what's going on and Becca explains what she did. Using the supplies she gathered from the whaling boat she made a trap by stuffing whale fat with bent whalebones, started a fire and threw the meat onto it. When the forktail appeared it ate the fat, but as the fat dissolved the whalebones stretched tearing at the forktails innards and killing it

Geralt asks why Becca would risk doing this and Becca explains that she needed to perform some heroic act to be viable for the crown. She says that Geralt can still have the reward for the beast but not the honour. Geralt can either forgive Becca for the trick or reprimand her

- Her reasoning may depend on the fate of Udalryk during **Possession** and whether she proved herself for the crown

Around this time Svekling appears and depending on how Geralt dealt with him will affect his response:

- If Geralt chose to let him come along he is furious with Becca's ruse and threatens to expose it to the Jarls. Becca and the villagers though claim nobody would believe him and that Becca has earned her victory. Svekling angrily storms off
- If Geralt chose to convince Svekling then he sees that the forktail was indeed a beast unworthy of his blade and leaves
- If Geralt tricked Svekling into drinking himself out cold then Svekling angrily claims Geralt cheated him and demands a duel. If Geralt loses then Svekling claims defeating the witcher as his "victory". If Geralt defeats Svekling then he tells him to get lost. If Geralt kills Svekling then Becca is upset with Geralt.

Geralt collects the reward and leaves, ending the quest

# sq202_nereids - The Alluring Sea

**Author: Ferroxius**
**Character List:**

- Geralt
- Brynjolf
- Holger
- Nereid
- Mermaids

**Creatures of the Deep**
Geralt talks to Jarl Holger on Faroe about a witcher contract he posted. Holger explains that some mermaids have appeared at the shore and at first they were only a nuisance, breaking nets and stealing fish. As of late though they've also started pulling people from their boats.

Geralt meets with a sailor called Brynjolf who explains he'll assist the witcher by blowing a horn which will draw the creatures in, he also notes that he wants to get some payback as a mermaid bit his arm off a while back. Geralt suggests he stay behind but Brynjolf insists that while he may be a cripple, he's not a coward. They head to the beach and Brynjolf blows his horn

**An Enchanting Creature**
Not long afterwards a highly attractive naked woman emerges from the sea, Brynjolf whispers to Geralt that it isn't a mermaid but a nereid since mermaids have tails. The nereid approaches Geralt and Brynjolf and asks them their business in elder speech. Geralt declares that he was hired to investigate the mermaids devouring people. The nereid denies this, claiming that they don't eat humans, she claims the people were killed by a cinerea, a large crustacean. Geralt is skeptical since cinerea aren't native to Skellige and Brynjolf claims the creature

that bit his arm off had the face of a women. The nereid tells Geralt to check a nearby shipwreck to find it if he doesn't believe her. The witcher says he will and the nereid disappears back into the ocean

Geralt and Brynjolf talk about what to do, Brynjolf is clearly enchanted by the nereids beauty and even thinks he might have misremembered his incident with the creature. Geralt tries to get Brynjolf to snap out of it but its little use

- Brynjolf also humorously asks, still enchanted, if he could capture the nereid and keep her in his house. Geralt remarks that she would die within days on land and Brynjolf suggests he'll keep her in a barrel. Geralt gives up knowing it's no use

***Concept art for the nereid***

**The Shipwreck**

Geralt and Brynjolf come across the shipwreck at the beach and Brynjolf claims that the nereid didn't lie after all, Geralt ignores him and notes that pieces of ship are scattered all around, he tells Brynjolf to wait here while he looks for the cinerea. Brynjolf halts Geralt though and claims that he could probably lure the creature out by singing. Apparently it was attracted to the sound of sea shanties. Geralt can agree and Brynjolf sings a shanty about Rag Nar Rog but nothing happens. Geralt regardless heads off without Brynjolf

Examining the wreck, Geralt finds a Nilfgaardian flag and wonders if they brought the cinerea here. He also notes that there is a lack of human remains. Geralt confronts Brynjolf on this who still thinks it was the cinerea. Geralt orders Brynjolf to summon the nereid again for another chat.

Geralt talks to the nereid and claims he found no signs of the cinerea and he is suspicious of them (especially if Brynjolf sings but nothing happened). The nereid stands by her claim and says that the cinerea has probably gone to feed elsewhere (she also retorts the singing by claiming that while cinereas might be deaf, they can still detect vibrations). She gives Geralt some bait for the creature, claiming they all want to be rid of the creature

- Geralt can at this point refuse and accuse the nereid of killing the islanders. This prompts the nereid, nearby mermaids and Brynjolf to attack Geralt and he kills them.

Geralt takes the bait and uses it to lure the cinerea to the shipwreck, he hides nearby. Once it arrives Geralt comments that it seems big enough to maim but not to kill. Geralt can decide here whether or not to kill the creature. If Geralt does kill the creature then while he collects a trophy he finds a ring that belonged to someone from Faroe, Geralt suspects that the cinerea was indeed the cause of the deaths and the nereid was telling the truth.

***Concept art for the mermaid***

***Note: Nereids and Mermaids are known as Sirens and Ekhidna in the final game***

**The Guilty**

Geralt returns to the nereid and Brynjolf and the conversation can vary depending on choice:

- If Geralt chose not to kill the cinerea then he has the option of either accusing the nereid of the killings prompting them to attack, or he can let them go and tell Holger he couldn't solve the problem

- If Geralt chose to kill the cinerea he has the option still to accuse the nereid of the killings prompting them to attack, or he can let them go claiming he found the culprit

If Geralt chose to kill the nereids and they didn’t kill Brynjolf then Brynjolf realises he was tricked. Geralt assures him it's alright and that he should recuperate back at the village.

If Geralt chose to spare the nereids then they thank Geralt. Brynjolf also thanks Geralt and heads back to the village. Before leaving, the nereid makes some sexual suggestions towards Geralt which he can refuse or not.

- If Geralt responds negatively to the advances then the nereid scoffs at Geralt and leaves
- If Geralt responds positively to the advances then the nereid tells Geralt that men who have been with her before did not possess the stamina and drowned. Geralt can remark that he could prepare with some Tawny Owl or Maribor Forest. The player must prepare by drinking one of the aforementioned potions, or Geralt will drown. Geralt enters the ocean and a subsequent sex scene occurs between Geralt and the nereids

**Conclusion**

Geralt returns to Holger. If Geralt got a trophy from either the nereid or the cinerea and Brynjolf is present then Holger is happy and gives Geralt his reward. If Geralt says he lost the trail or Brynjolf is dead then he gets nothing. He leaves and the quest ends

# sq203_elven_history - Tales of Conquest

**Author: Ferroxius**
**Character List:**

- Geralt
- Otto
- Crach
- Audun
- Guards

**The Researcher**
Geralt is approached at Kaer Trolde by a man called Otto Baccali who is a historian looking into elven history on Skellige, he specifically is interested in the ancient city of Enidwen and the tower on Ard Hugtand. Geralt can agree to help and heads off, beforehand he can also ask Otto on the following

- He can ask about Enidwen. Otto explains that it was once an ancient elven city before the humans arrived and thinks that there may be great finds in its dungeons
- He can ask about the tower on Ard Hugtrand. Otto says that there's a lot of legends around that tower he has yet to confirm, he is certain though the building emanates magic. He gives Geralt a device for measuring magic at the tower
- He can ask about the elf invasion. Otto recounts how 1500 years ago, the elves invaded Skellige which was previously inhabited by dwarves and gnomes and drove them into the mountains. Then around 500 years ago humans arrived and conquered the Northern Realms. Then about 200 years ago Aelirenn led most of the young and fertile elves to their deaths in an attack and the elves have been trying to recuperate ever since

**Task 1: The Laboratory**
Little information is available but it is assumed that Geralt, following Otto's directions, investigates Enidwen's dungeons and comes across the laboratory of an elven battlemage and his books

**Task 2: The Tower**
Little information is available but it is assumed that using Otto's device, Geralt walks around the tower recording data. During this though, several monsters appear and Geralt has to kill them.

**The Manuscript**
Geralt reports his findings to Otto who is happy about what Geralt found and tells Geralt there is one more thing he needs. In Kaer Trolde there are some ancient elven manuscripts he wants to read for more info but Crach doesn't like him since he's Nilfgaardian.

Geralt talks to Crach about taking the manuscripts but Crach refuses, saying he doesn't trust Otto. He suggests Geralt talk to his scribe Audun about a possible solution. Geralt talks to Audun who tells Geralt he can make a copy of the manuscripts if Geralt pays him

- Geralt can either pay him and Audun tells him to come back in two days
- Geralt can try and see if Audun would do it for free. Audun claims there's a book he's always wanted to read but could not get it in Skellige. Geralt goes to get the book (which is in Novigrad) and brings it to Audun who tells him to come back in two days

Once two days pass, Geralt takes the manuscript copy and finds Otto being accosted by two guards. They are suspicious of Otto who has been taking notes of the boats and buildings and think he's a spy that needs killing. Otto tries to explain that he was only taking note of Kaer Trolde since it was built on elven

ruins and the boats because he was fascinated with their design. Geralt can side with Otto and kill the guards or he can let them kill Otto

If Geralt helped Otto then he says that he needs to leave soon after this. Geralt gives him the manuscript copy and he is very happy. Geralt can ask if Otto really is a spy but Otto refuses to say so. He thanks the witcher for his help and leaves. The quest ends.

# sq204_forest_spirit - In the Heart of the Woods

**Author: Ferroxius**
**Character List:**

- Geralt
- Sven
- Harald
- Hilde
- Villagers
- Elders

**A Mysterious Creature**
Geralt arrives at Fayrlund to find a group of peasants gathered around the bloodied remains of a corpse. Geralt sees an exchange between a villager Sven and an elder Harald. Harald claims that the village has strayed from their old ways and the Woodland Spirit seeks revenge; it has killed the victim to show it. Sven is unconvinced and thinks it's a common monster.

Geralt enters the conversation and inquires about the Woodland Spirit and Harald claims that according to tradition the "Spirit of the Forest" blesses those who survive in the forest using only primitive tools. Recently, however, the warriors went to war, and the young inhabitants, instead of honouring the tradition, started laying traps in the forest which Harald has claimed angers the spirit. Sven however thinks the tradition is a load of crap and claims this Woodland Spirit is a common monster and he'll gladly pay Geralt to kill it. Harald interjects that Geralt need not kill it and to appease the spirit, the traps must simply be destroyed. Once Geralt learns anything he should speak to Harald. Geralt heads into the woods to figure out what this Woodland Spirit really is.

**Investigating the Creature**
Walking through the forest, Geralt finds the remains of four hunters and deduces they were killed by an ancient leshy, killing it won't be enough though since it will have likely marked a villager which makes it immortal. He also destroys the traps if he comes across them. Geralt talks to Harald about the leshy and asks if he knows how dangerous this creature is. Harald claims he didn't know. Sven interjects and claims the elders have fooled the village for long enough and that tradition must change. Harald insists that Geralt not act rashly and should appease the spirit. Geralt can side with either or say he'll think about it. Regardless, both sides will explain their plans.

- Harald claims that to appease the spirit Geralt must collect the hearts of wolves in the forest and offer them to a bowel at a shrine. He will light the bowl on fire and the Spirit will respond if it is satisfied.
- Sven says to speak with him in private if he wants to kill the monster.

**Path 1: Side with Harald**
Geralt heads into the forest and kills five wolves patrolling around and harvests their hearts. He goes to the shrine and places the wolf hearts in the bowl, Geralt ignites the bowl and a noise is heard indicating the Leshy has accepted the offer.

Returning to the village, Geralt tells Harald that the job is done and Harald is pleased. Sven appears suddenly with some of the villagers and says that enough is enough, they will kill the elders to end this tradition. Geralt can either defend the elders and kill Sven or let them be slain. Geralt leaves and the quest ends.

**Path 2: Side with Sven**
Geralt uses his witcher senses to figure out which one of the villagers the Leshy has marked, he figures out it's a girl called Hilde. He realises that she and Sven are close.

Geralt tells Sven that the Leshy has marked a villager and if the marked does not leave the village then the Leshy is immortal. Sven asks who it is and Geralt says it's Hilde. Sven reluctantly agrees to exile her to get rid of the Leshy. It is evident he is deeply upset by this.

Geralt heads into the forest and finds the Leshy's totem. On destroying it, the leshy appears and Geralt fights it, killing it. Geralt returns to the village and tosses the Leshy head at Sven's feet. Sven thanks Geralt for his help and gives him a pouch of crowns. Geralt notices the elders are absent and asks where they are. Sven replies that while Geralt was away he decided to rid the village of the Leshy's accomplices; they are all dead. Geralt can be judgemental or not and leaves the village ending the quest.

**Aftermath**
Geralt at some point comments on the fate of the village (Possibly during Act 2 or Act 3).

- If Geralt appeased the woodland spirit then he will remark that the Leshy only grew more hungry and ultimately caused the village to perish and be reclaimed by the forest (This happens regardless of if Geralt lets Sven kill the elders or not).
- If Geralt killed the woodland spirit then he will remark that tensions flared amidst the village and its neighbours, culminating in a raid that decimated the villagers. They only lasted 3 months longer than the spirit.

# sq205_graves - Deep Graves

**Author: Ferroxius**
**Character List:**

- Geralt
- Thorsten
- Dagr
- Krzesimir
- Dziadumił
- Fyresdal locals
- Temerian refugees

**Grave Robbers**
Geralt arrives by the village of Fyresdal to see some discussions occurring between the locals and some refugees from Temeria regarding how the dead are treated. The Skellige locals remark that they don't understand why the Temerians would bother burying their dead when they themselves just burn their dead.

Geralt speaks with Dagr, the village elder, who directs Geralt to speak with Krzesimir about a problem they have been having with corpse-eaters. Geralt speaks with Krzesimir who describes the problem to him. Temerian tradition requires that the dead are buried in the ground. When the refugees came to Skellige they retained this tradition and they've been burying their dead in a forest, near the settlement. The problem is that the terrain is very mountainous and the ground is rocky. The refugees were forced to dig rather shallow graves and as such, corpse-eaters sniffed out a human carcass and dug up the fresh graves.

The Temerians decided to try protecting the graves by putting up guards all night long. Unfortunately, one night the monsters managed to injure Dziadumił, one of

the guards. The corpse-eaters venom caused him to have a high fever and delirium. Dziadumił can be found lying in bed, barely alive. He sleeps most of the time. Sometimes he wakes up screaming and delirious.

Geralt has two objectives. The first is to find and kill the corpse-eaters. The second is to cure the infected Temerian guard which cannot be done until Geralt has killed and examined the corpse-eaters.

- Geralt also has the option here to refuse the quest from Krzesimir who informs Geralt that the corpse-eaters won't be going anywhere and he can come back later. This allows the player to leave if they wish and not fail the quest.

**The Corpse-eaters**

Arriving at the cemetery, Geralt speaks with the guard on duty called Thorsten who explains that he's only here as punishment from his father, who is the village elder Dagr, for some minor offenses. Geralt asks how Dziadumił got injured and Thorsten explains that when they were on guard that night, there was a lone corpse eater that Dziadumił stupidly provoked into attacking him.

Geralt and Thorsten go into the forest where they find a group of alghouls that they dispatch. After doing so, Thorsten asks Geralt if he thinks that's the end of them and Geralt says that they cannot be certain until they find and destroy the alghoul's nest. They can usually be found underground in caves to hide from daylight. Geralt says he'll track the nest but Thorsten says it's unnecessary. In this part of the island there is only one place that matches Geralt's descriptions. It's an abandoned mine that was mined by dwarves decades ago. The dwarves moved out when the deposit was exhausted. Shortly thereafter, bandits came to the mine and began harassing the surrounding settlements. The harassed people gathered, attacked the mine and wiped out the bandits. The entrance to the mine was locked, and the key was kept by Dagr.

Thorsten marks the location of the mine on the player's map and says he'll be there with the key. Geralt can tell Thorsten that he'll go into the mines on his own but Thorsten will strongly insist that they not be excluded from the expedition. He wants to achieve a glorious deed so that he would have something to talk about in winter. Thorsten adds as well that he is not afraid of corpse-eaters, since the witcher can make an antidote to their venom.

- There is no way to get rid of Thorsten.

**The Injured Guard**

At any point after collecting ingredients from the corpse eaters, Geralt can create and administer the antidote to Dziadumił who recovers not long after. Geralt asks what happened the night he was attacked and Dziadumił explains that he was teasing and provoking the corpse eaters when suddenly his torch went out and the corpse eaters attacked him, he managed to shake them off but he'd already been poisoned by then. Something is off.

**The Mine**

Geralt meets with Thorsten outside the mine which he unlocks. They enter and begin exploring, occasionally coming across a corpse eater which they slay. Geralt questions how the corpse eaters are getting out if the entrance to the mine they entered was the only one. Thorsten says he doesn't know either and says they just have to keep looking.

Geralt and Thorsten come across a narrow tunnel that leads out of the mine, nearby is a large pile of animal corpses being fed on by corpse-eaters which the duo dispatch. Thorsten asks Geralt if this could be the way they are getting out and Geralt says it's possible, they still haven't found the nest yet though so they keep going.

**The Depths**
Geralt and Thorsten enter a door into a part of the mine that is obscured in darkness. Thorsten requests he stays behind while Geralt goes on ahead to find a way to illuminate the room. After walking a short distance however, Thorsten abruptly shuts the door and locks it, begging Geralt to forgive him. This section is lacking scenes but it can be assumed that in this room is the corpse-eaters nest which Geralt destroys alongside any corpse-eaters left.

**Confronting Thorsten**
Geralt returns to Fyresdal to find an argument occuring between the locals, including Thorsten. Thorsten and some others believe that accepting the Temerian refugees was a mistake while Dagr and the others disagree. Before Geralt arrives he can overhear Thorsten arguing that because of the Temerian's customs, they attracted monsters that not even a witcher could deal with, claiming that Geralt died in the mine.

- It is also likely that Thorsten put out Dziadumił's torch which got him attacked to further Thorsten's argument.

Geralt at this point appears and reveals Thorsten's ruse, threatening revenge. Dagr however, asks Geralt to forgive Thorsten since his actions did not result in anyone's deaths, he assures Geralt that Thorsten will be punished accordingly though, just not killed.
Geralt can choose to forgive Thorsten, which the villagers are happier with over him being killed. They demand instead however that Thorsten be exiled for his actions which Dagr complies with. Alternatively, Geralt can choose revenge and fights Thorsten, killing him. The villagers are less happy with this outcome.

**Rewards**
Geralt returns to Krzesimir who gives us a reward once we've dealt with the corpse eaters and the poisoned soldier. Geralt leaves and the quest ends

# sq206_white_cold - A Pilgrim's Shadow

**Author: Ferroxius**
**Character List:**

- Geralt
- Lotta
- Donar
- Sverre
- Ghost
- Rune
- Jouveen
- Priestesses

**A Troublesome Bear**
Geralt receives a notice to meet with Jarl Donar over a matter and meets with him. Donar explains that a pilgrim was recently killed by a bear in the nearby grove and he wants Geralt to investigate and kill the bear. Geralt complies and heads out to the grove.

Geralt comes across a high priestess of Freya, and Lotta, who is an adept, arguing over the pilgrim’s death. Geralt enters the scene and asks what's going on, Lotta explains that Lasse, the pilgrim, was killed by the sacred bear that patrols the grove protecting it, normally the bear doesn't attack priestesses and pilgrims but if it's changed its behaviour, who knows what it could do next.

Lotta asks Geralt to kill the bear but the high priestess is appalled by this and demands Geralt not commit such blasphemy, she believes Lasse was killed for insulting the goddess. Geralt can either say he'll look into it or he can refuse. If Geralt accepts then Lotta leaves for the obelisk where Lasse was killed, Rune leaves the scene. If Geralt refuses then he can always come back later.

**The Obelisk**

Geralt goes to the obelisk where Lasse was killed and meets with Lotta who is grateful for Geralt choosing to help her. Geralt investigates the following things around the obelisk:

- The blood on the obelisk - Lotta confirms that this must be Lasse's.
- The bowl in front of the obelisk with an offering in it - Geralt asks why Lasse would make an offering and Lotta explains that Lasse had sailed here on a pilgrimage with a friend of his called Sverre. When Lasse returned he was alone and said that Sverre had drowned. Lotta suggests that Sverre was in love with her and was perhaps murdered by a jealous Lasse. That would explain the offering. Lotta also tells Geralt that she did not love Lasse, but after his death she entered the service of the goddess.
- The text on the obelisk - Lasse explains that it is one of Ithilines prophecies about the coming of Ragh Nar Roog.

Geralt surmises that they need to retrace the steps of the pilgrims to figure out what happened and asks Lotta to explain the major locations:

- Freya's Temple - Pilgrims set off from there after making a sacrifice. She notes that Sverre and Lasse were seen there before leaving.
- Hemdall Rock - Pilgrims sleep a night here in a stone circle. If they wish they can also drink Sleipnir, a decoction of Bolmort, and meditate to have visions of Ragh Nar Roog. Geralt can inquire about where this Bolmort comes from and Lotta tells Geralt that the priestesses sell it as well as the decoction recipe.
- Kambi Rock - Pilgrims make offerings to the Kambi rooster here. The hermit Jouveen also lives here so the pilgrims listen to his teachings.
- Samotnia - This location has a bad reputation and ferocious weather. Many who brave a night there die but those who survive are considered brave warriors.

Geralt says he'll investigate all those locations except for the temple since Sverre and Lasse were already seen there. Lotta says she'll head back to Larvik and again asks what Geralt will decide to do with the bear:

- Geralt can say he'll spare the bear
- Geralt can say he'll investigate the leads and then decide
- Geralt can say he'll kill the bear

**Hemdall Rock**

Prior to arriving here, Geralt can go back to the temple to acquire some Bolmort and make the decoction. If he drinks the decoction here Geralt will have a vision of being in a snowstorm. A disembodied voice tells him that Tedd Deireadh is inevitable and that he should stop searching for Ciri, at that moment a figure of Ciri appears briefly. Geralt calls out but is swept away, he awakens.

Geralt speaks with the hermit Jouveen about Sverre and Lasse and the hermit confirms they were both here. He taught them what he knew and they were inquisitive. He eventually told them about the magical nature of the monolith which was the last stop on the journey. At night, spectres of the damned converge awaiting the coming of Ragh Nar Roog, when it happens they will arise and take over the world. The hermit taught them a summoning ritual that allowed them to challenge these ghosts in battle. Geralt gets the hermit to give up the words to this ritual but the hermit warns Geralt to be strong in his voice as these spirits are those of evil men.

Geralt at night approaches the monolith and recounts the ritual. Not long after, numerous ghosts appear. Geralt demands that the ghosts tell him about the fate of Sverre and Lasse, but a ghost mocks him, saying they will only tell him if he is defeated in battle. Geralt fights and defeats the ghost, demanding he give up the information. The ghost reveals that Sverre and Lasse challenged the ghosts and fought well but at a moment when Sverre was about to be killed, Lasse did not

assist. Sverre died and Lasse defeated the ghost, claiming the glory that came with it. Geralt inquires about the offering at the monolith and the ghost suggests that Lasse had a pang of consciousness and decided to make an offering to appease the goddess, she did not however accept this and sent the bear to kill Lasse.

- The ghost speaks in a way that makes his testimony sound potentially untruthful.

Geralt can either return to Lotta now or he can continue to investigate the island for clues.

**Optional: Return to Lotta**
Geralt returns to Lotta and says that it appears it was indeed just a one time killing and Lasse was killed for insulting the goddess. Before more can be said however, a priestess appears and claims that the bear has just killed another priestess, the one who managed it and prevented evil spirits from affecting the creature. Geralt thinks the ghosts lied to him and must decide if he wants to keep investigating or go and kill the bear right away.

**The Untruthful Ghost**
If Geralt chose to keep investigating then he looks around a bit more after talking with the ghost and encounters another who is being heckled for cowardice. Geralt tries talking to the ghost but the ghost from before appears and tells him not to speak with the mocked ghost, who he silences. Geralt can either agree or disagree, if he chooses the latter then the ghost attacks him.

After killing the earlier ghost, the coward ghost appears and introduces himself as the ghost of Sverre. Geralt inquires into what's going on and Sverre claims that the bear has been possessed by an evil spirit, Geralt notes that Lasse tried to make an offering for Sverre but was killed by the bear. Geralt has to decide

whether to kill the bear or to exorcise the evil spirit. Before leaving, Sverre asks if Geralt would make an offering for him in the grove so that his spirit can be freed. Geralt can either agree or refuse

- Geralt through gameplay can make an offering at the obelisk. If he does so the player can hear Sverre's voice thanking us before disappearing

**Ending 1: Exorcise the bear**
Geralt returns to Lotta and asks her how to exorcise the spirit possessing the bear. Lotta explains that they will both need to go to the cave where the bear lives. Geralt will need to keep it busy while she prays to the goddess. She heads out to the cave

Geralt meets Lotta at the cave entrance where she reminds Geralt not to harm or kill the creature, just keep it occupied until she is finished. Geralt enters the cave and engages with the bear. Eventually after some time has passed the lying ghost from earlier appears and the bear goes to sleep. The spirit says it will deal with Geralt directly and fights him. After killing the spirit for good Geralt speaks with Lotta who is thankful for Geralt's help and gives him the promised reward. Geralt leaves and the quest ends

- If Geralt kills the bear during the fight then it defaults to Ending 2 although Lottas dialogue will account for the change.

**Ending 2: Kill the bear**
Geralt returns to Lotta and says he plans to kill the bear. Lotta understands and says the bear lives in a nearby cave. She heads out to the cave

Geralt meets with Lotta outside the cave and he heads in to find the bear. Geralt fights and kills the creature and exits the cave. Lotta expresses sadness that the creature had to be killed but is grateful for his help, giving him the reward. Geralt leaves and the quest ends.

# Kaer Morhen

## sq401_eskel - Consequences

**Author: Ferroxius**
**Character List:**

- Geralt
- Eskel
- Vesemir

***Note: This quest can be started after completing q401_konsylium.***

**A History Lesson**
Geralt talks to Vesemir and asks if he could talk about the last massacre that happened at Kaer Morhen. Vesemir recounts how not long after Geralt, Eskel and Lambert had set off on the trail, a mob of peasants supported by mages attacked the school. He knew that the mages were here for their mutagens and recounted how the mages had even hired a group of Kovir mercenaries as backup

The witchers unfortunately didn't survive the battle. Vesemir managed to take the mutagens and hide amongst the bodies allowing him to survive. He also recounted how one of the Koviri mercenaries was looking for a witcher with a scar on his face as he wanted to settle some business. Geralt asks if this witcher could have been Eskel but Vesemir doesn't think so since Eskel doesn't usually provoke people

Vesemir requests that Geralt sees what's going on with Eskel as he's noticed his moods been down since coming back to the fortress. Geralt remarks that Eskel is a grown up now and he'll talk when he wants to, Vesemir still insists though that Geralt speak with him, maybe even take him out hunting to cheer him up. Geralt

talks to Eskel who says he's going out to clear up some drowner nests and wonders if Geralt will join him. Geralt can agree and they head out, or he refuses and can come back to do the quest later

**The Big Reveal**
Geralt and Eskel head down to the lake and deal with drowner nests one at a time. After taking care of three nests they go to what looks like a gravesite. Geralt asks where the monsters are and Eskel says they're not here, not quite, he says he needs to talk to Geralt about something. Geralt can ask why not back at Kaer Morhen and Eskel says he couldn't do it in the shadow of the settlement

Eskel asks if Geralt remembered the massacre at Kaer Morhen some seventy years ago and Geralt remembers, mentioning that Vesemir and a few others are the only to survive. Eskel confesses that he is responsible for the massacre in Siedliszcze. Geralt asks Eskel to explain himself and he does

One night Eskel was patrolling the exterior of the keep and happened upon a local. Tensions between the witcher school and the locals were already tense enough so the orders were to escort any locals out of the valley. While escorting the local out, they came into contact with a larger group of people who were friends of the local. They got into a discussion which quickly became an argument as Eskel warned the locals to stay away from the keep while the locals accused witchers of stealing children. Eventually, someone pulled a knife and Eskel reacted, swiftly cutting the group down save for one who fled. Eskel buried the corpses in a shallow grave and left. When he, Geralt and Lambert left for the trail and heard about the attack he put two and two together but didn't say anything until now

- Geralt can note that Eskel isn't normally so short-tempered. Eskel responds that he was a different person seventy years ago

- Geralt can ask how Eskel knows the two events are connected and that it could be coincidence. Eskel retorts that Geralt should be the last person to believe in coincidence, he's thought it through and they seem strongly connected

**Finding Evidence**
Eskel asks Geralt to help with digging up the graves to see if they can find evidence to link the two. They search around for the graves and eventually find them, digging them up and recovering a tin can containing a letter. The letter reveals that one of the corpses was a messenger that was to deliver this letter warning the witchers of an incoming attack. Eskel says that he'll speak to Vesemir about this but Geralt tells Eskel not to rush and that he'll accompany him when he talks to Vesemir but wants to look around first, finalise any evidence. Eskel agrees and says he'll be waiting back at the keep

Geralt in gameplay can find a sword that he notes as originating from Kovir, as well as a brooch that he cannot identify and a note containing orders

**Investigation**
Getting back to the keep, before speaking to Eskel, Geralt can talk to Vesemir about the brooch. Vesemir claims that it was probably used by a lord who ruled nearby lands and directs Geralt to a book on Kaedweni heraldry in the library. Reading the book, Geralt has to match the brooch with the images in the book. If Geralt is successful then he finds out that the brooch belonged to the Spohr family who ruled the nearby lands at the time of the massacre.

Geralt goes back to Vesemir and informs him of the Spohr family. Vesemir confirms this info and remembers that many years ago, Lord Spohr's bastard son was accepted into the witcher apprenticeship. Received reluctantly because it did not bode well. Vesemir, however, does not remember what happened to the boy.

He suggests to Geralt that there should be a book in the library with a list of accepted boys and information about what happened to them.

Geralt returns to the library and reads the list, discovering that the boy underwent the trial of the grasses but did not survive. It is one of the last entries before the massacre. Returning to Vesemir, Geralt relays this info and Vesemir recounts that this seems to line up, the Lord Spohr wanted to get rid of the boy from his affair with his maid, he probably didn't expect the boy to survive the trial.

**Ending 1: Confession**
If Geralt didn't find any evidence or chose not to reveal it, Eskel confesses to Vesemir that he was the reason the massacre happened. Vesemir is grateful to Eskel for doing so and thanks Geralt for helping Eskel reveal the truth.

**Ending 2: The Truth**
Returning to the keep, Geralt speaks with Eskel who asks if Geralt found anything else as he's desperate to talk to Vesemir. If Geralt found the evidence he says he found something that might be useful.

- If Geralt found the sword he tells Eskel that he found a sword that came from Kovir, Eskel finds that odd and contemplates if his story was muddled. Geralt asks him to recount the events again and Eskel recounts how he escorted the local east and the party came from the right. Geralt notes that it means they came from the south, meaning they must have been hiding from the patrols. Eskel remembers a cave in the south part of the valley that would make a perfect hiding spot
- If Geralt found the orders then he reveals that the scouts Eskel killed were actually investigating the weak points in Kaer Morhen’s defences and also trying to figure out where the mutagens were kept. Eskel asks what that means and Geralt says it means that Eskel was not responsible for the

attack, in fact if he hadn't killed the scouts they could have completely plundered the castle and killed Vesemir
- If Geralt traced the source of the brooch then he can mention this to Eskel

It is unclear how many pieces of evidence Geralt needs to show Eskel to convince him but it eventually culminates in Eskel believing that he didn't cause the massacre. Geralt and Eskel speak to Vesemir and tell him about what really happened. Vesemir is thankful for having the seventy year mystery finally be solved and also thanks Geralt for helping Eskel discover the truth.

# sq402_lambert - Misalignment

**Author: Ferroxius**
**Character List:**

- Geralt
- Lambert

***Note: This quest can be started after completing q401_konsylium.***

**An Alchemical Proposal**
Geralt speaks with Lambert who asks Geralt to help him with a matter but doesn't initially say what it is. Geralt eventually gets Lambert to spill who explains that he's been experimenting with infusing his armour with ingredients to make them more resistant to certain elements like fire. However he's noticed as of late that his medallion hasn't been as reliable and asks Geralt to see if he can notice anything of. Geralt handles Lamberts medallion and can either say he thinks somethings off or not.

Regardless Lambert wants to go do a field test with his armour to gather some ingredients and wants Geralt to accompany him. They head out and into a nearby cave. While searching however, a Mula appears and surprises Lambert who did not detect it. Geralt assists and they both kill the creature. Lambert curses his medallion for not detecting the vampire

**A Broken Medallion**
They continue searching for the ingredients but Lambert isn't having much luck with finding them. Geralt tells him to wait and let him find them, which he does with ease. Lambert asks if Geralt's medallion was helping him and Geralt confirms it was. Lambert concludes that his medallion is indeed broken but doesn't think hope is lost. He reveals that through his experiments he found out

that medallions are infused with the essence of all six base alchemical components which is what gives them their senses. Geralt reckons that the medallion is simply out of alignment but Lambert claims he's tried anything and the only option now is to reforge the medallion which Geralt notes is impossible since those who knew how to forge them are dead.

Lambert theorises that because the medallion reacts to certain creatures he wonders if it's because of the internal chemistry of the creature, he asks Geralt to harvest ingredients from the Mula and determine what their alchemical properties are, he'll be back in the keep. Geralt inspects the ingredients and notes that they contain strong amounts of Vermillion

Geralt reports back to Lambert and reveals the Vermillion strength. Lambert surmises then that his medallion has a disproportionate amount of Vermillion infused in it and that he'll need to boost the other alchemical ingredients to fix it. He gives Geralt a flask and tells him to get some water from the well, as well as all the alchemical bases except for vermillion. Geralt must find a source of:

- Aether
- Hydragenum
- Quebrith
- Rebis
- Vitriol

**Revelations**

Once Geralt gathers the bases he gives them to Lambert which he places in a machine he showed off in Ugly Baby, alongside his medallion. After activating the machine however, it breaks while infusing the medallion. Lambert retrieves the medallion and angrily remarks that it looked like something was happening. It's obvious that Lambert feels disappointed in himself but Geralt reassures him

that he is the best alchemist in the school, and reminds him that the seven operations of alchemy have a spiritual side as well as a material side

Lambert in that moment has a revelation, he wonders if he was looking at this the wrong way and that his medallion wasn't out of tune, he was out of tune. He says he'll try to attune himself to his medallion to see if it works. He thanks Geralt for his help.

# Q&A

## How does CD Projekt REDs quest numbering system work?

CDPR internally names their quests using a type indicator, number, and a code name. Each of these components is described in detail below.

**Quest type indicator:**

**q – Main Quest**. Major quest required to complete the main story (at least when the quest was originally planned). Larger main quests are often presented to the player as a series of smaller main quests but are considered a single quest internally. An example would be the quest Final Preparations (**q210_precanaris**) in the released game which is broken up into several smaller main quests for the player despite being considered a single quest by CDPR.

**sq – Side Quest (Large)**. Larger side quests often feature many characters, locations, objectives, and choices. These quests always feature an entry in the Journal and may even be comparable to main quests in length. An example would be the quest In the Heart of the Woods **(sq204_forest_spirit)** which features multiple outcomes, an interesting character(s), and several objectives.

**Quest Numbering**

Next to the type indicator, each quest is also given either a 3 or 4 digit number. The first digit of this number indicates which region of the world the quest takes place in. Quests that take place in multiple locations usually start with the digit of the location they start in or the part of the story they are associated with.

However, this is not always consistent.
0xx - Prologue
1xx – Velen/NML

2xx – Skellige
3xx – Novigrad
4xx – Kaer Morhen
5xx – Ending Sequence and Epilogue
6xx – Hearts of Stone
7xx – Bells of Beauclair/Blood and Wine

From that point the remainder of the digits are incremented in sequence as quests are added to the game by developers. For main quests this order is usually chronological, but this isn't always the case as some main quests run alongside one another.

**Code Name**
Each quest is then given a code name by the quest designer to say roughly what it is about. This codename sometimes inspires the final name the quest is given in the Journal. For example, the quest Family Matters is given the name **q103_daughter** while Following the Thread is given the name **sq106_killbill**.

**Examples**
The quest Towerful of Mice is given the code name q106_tower. The number 1 in the number indicates that it's a quest taking place in Velen/No Man's Land. The number 06 shows its place in the sequence of Velen/NML main quests. The code name tower then describes what the quest was about, which is the tower on Fyke Isle.

The quest High Stakes is given the code name sq306_maverick. The quest type indicator indicates it's a large side quest. Despite the quest involving Gwent it's far more than just playing a bunch of people. The number indicates that it takes place in Novigrad and is the 6th side quest. The code name Maverick is a reference to the film Maverick which is about a high stakes poker match.

## Why were most of the quests rewritten in 2014?

We cannot know for certain why CD Projekt RED decided to rewrite the story but we can make some educated guesses based on the nature of the quests:

- **Capability** - The Witcher 3 in 2012 was extremely ambitious for its time and arguably impossible to achieve within the timeframe CD Projekt RED had set itself, especially for one game. Studio Head Adam Badowski commented in retrospect that “there were too many characters…there were too many different super-complicated story plots like those elves, The Wild Hunt”. Had they continued on this path they may have ended up in a situation similar to Cyberpunk 2077 with the game being severely incomplete on launch.
- **Content Regulation** - Some of the content present within the quests is graphic or otherwise perverse and so CD Projekt RED may have cut down on this to ensure the game could be published on consoles.
- **Finance** - CD Projekt RED has faced financial difficulties since its inception, almost going bankrupt during the development of The Witcher 2. The rewritten game was potentially chosen to maximise sales and ensure financial security in the company.
- **Technical Difficulties** - The open world nature of The Witcher 3 didn’t really start to come together until mid 2013. Despite planning to release the game on PCs and eighth generation consoles, the quests and locations were already struggling to operate as independent zones and were completely unplayable in the open world. As such they may have scaled back the technical ambitions to keep the game running smoothly.
- **Game Length** - At approximately 150 hours to complete for the main story alone, The Witcher 3 in 2012 was thrice as long as its release version making it one of the longest video game stories ever written. For most, this would be an experience that is way too long, appealing only to strong witcher fans.

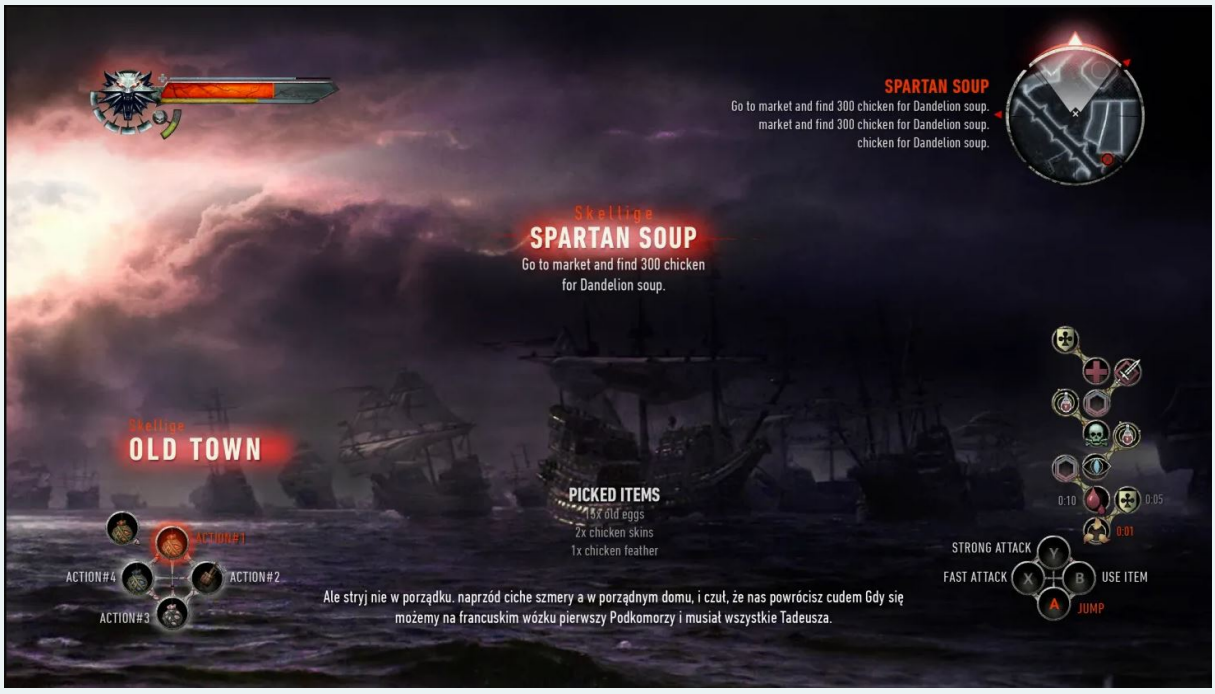
## What did the game look like visually?

Unlike the 2013 and 2014 builds of the game, we cannot be certain as to what the 2012 build looked like at this point in development. Most characters, locations, and other entities would have been using placeholders and the environments were still being sculpted. As such most of the images we included are concept arts or early assets and locations. However, a few work-in-progress models from this time period did make it into the game files.

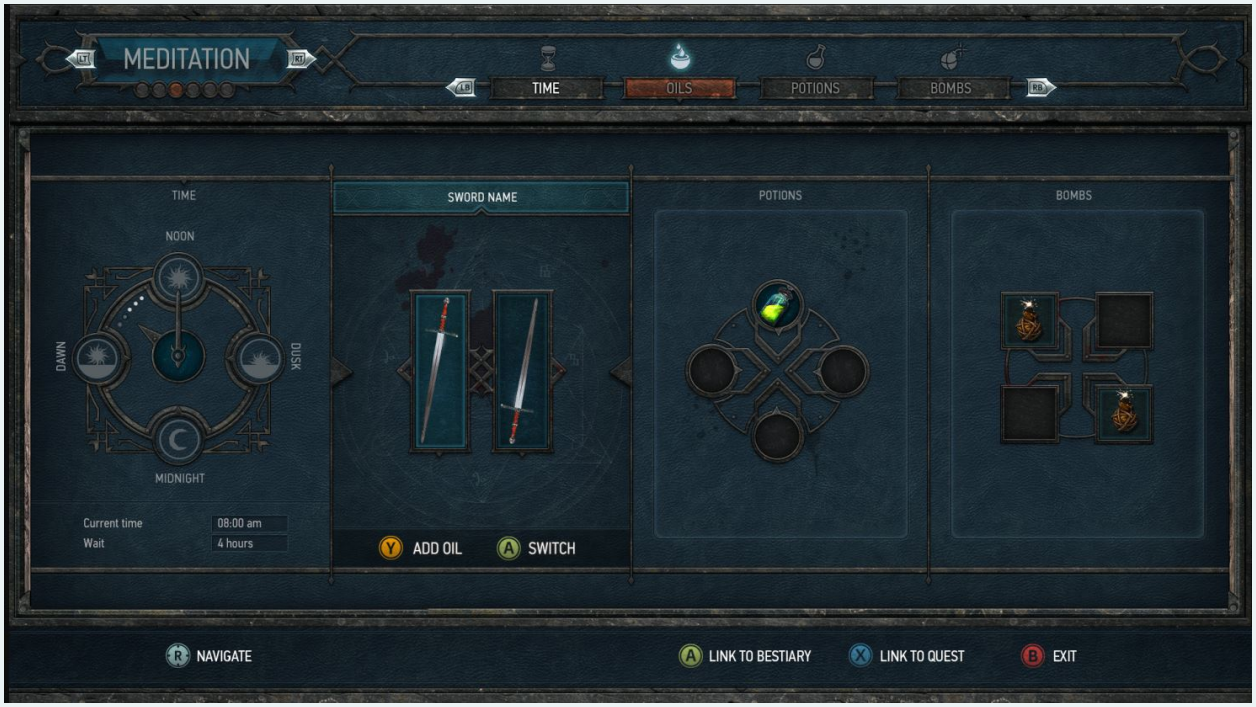
***From NoClip's The Witcher 3 Documentary***

***A view of early Crow's Perch, from NoClip's The Witcher 3 Documentary***

*A view of wip Vegebuld's Manor outside Novigrad, from NoClip's The Witcher 3 Documentary. The buildings are most likely placeholders.*




*2012 User Interface with placeholder screen and text, and The Witcher 2 icons*




*2012 Meditation Menu*

***A look at 2012's Alchemy menu which seems to resemble The Witcher 1 game mechanics. The list of potions is from the first game and likely a placeholder.***

## I expected certain quests or quest lines to be present, where are they?

As part of CD Projekt REDs design philosophy, content that was cut from the main story usually finds itself reincorporated back into the game via side quests or other implementations. Certain quests however, such as The War (Catriona Plague) and Radovid assassination quest lines are exclusive to 2014 and later. It is also likely that more simple quests like the minor quests and open world activities were not developed at all at this point.

## What was the gameplay and open world activities like?

At this point, the open world was still very unbaked and so no open world activities were developed until later on. The gameplay did have different approaches:

- **Combat Focus** - This allowed Geralt to slow time by activating his witcher senses in combat. From here, he could select the “Vital Points” of an opponent and deal an effect, from damage, to crippling abilities, to instant death (This system bears much similarity to the VATS system from Fallout). This system also utilised focus points which is Adrenaline in the released game, different moves cost different amounts of focus points. The vital points of creatures are not known to the player by default and so they needed to read books to learn the weaknesses, which were added to the bestiary.
- **Campfires** - These were used to allow the player to upgrade items in a multitude of different ways, encouraging experimentation (This system bears much similarity to mechanics from The Legend of Zelda: Breath of the Wild). For example: Raw meat + Cooking = Cooked meat which gives greater hp bonus
- **Minigames** - Alongside ones featured in The Witcher 2 (Dice and arm wrestling), two new minigames were introduced. The first was an axe throwing minigame similar to Knife Throwing in The Witcher 2. The second was a “Drinking Minigame”, in this game players would have to “outdrink” their opponent by playing cards that corresponded with how much Geralt or the opponent must drink (This can be thought of as an evolution of a similar minigame from Witcher 1). Cards could be collected by winning matches. This minigame eventually morphed into Gwent.
- **Reputation** - Each region possessed a reputation that was influenced by Geralt's actions. Completing monster contracts for example would raise reputation while stealing would lower reputation. Reputation would affect things like merchant prices and NPC reactions.

- **Weight** - Within Geralt's grid-designed inventory, all items take up certain amounts of space. The inventory is technically infinite but Geralt's carrying capacity is indicated by a section of that grid. Exceeding that causes Geralt to become over encumbered.
- **Roach** - Roach would serve as a mobile storage system where Geralt could deposit and retrieve items. Roach would also by default spawn at the nearest stable with an implication that Geralt could own multiple different horses (All named Roach of course).
- **Sailing** - Boats would sail based on the direction of wind currents (Visualised in VFX) which dictates the direction and speed Geralt is capable of exploring. The sails would furl up when Geralt leaves the boat and furl down when Geralt enters the boat. While sailing, Geralt can change the sails which controls the speed of the boat. Boats can be repaired with shipbuilders in ports. There are also multiple boat types, with sail based boats for seas and rowboats for rivers. Finally, you can throw bombs overboard while sailing which will explode causing fish and loot to surface and be collected.
- **Swimming** - Geralt would lose a unique “Swimming Stamina” while swimming, depleting this resource causes him to drown.

# Credits

### CD Projekt RED

For developing The Witcher 3 and all its content

### Glassfish

Original document creator

Data contributor

Act 3 writer

### Ferroxius

Data contributor

Act 1 + Sidequests writer

### Moonknight

Data contributor

Map Creator

Act 2 writer

### Crygreg

Data contributor

Prologue writer

### The Brothers in Arms team and associates

Revitalising interest in the Cut Content field

Data contributor

### The Witcher community

All who have contributed data over the years

# The End

*Something Ends, Something Begins*
***Geralt of Rivia***